

# WARGAMES JOURNAL



Raze the Fort

Warlord

I am your King

Crocodile Tears



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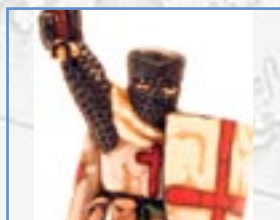
### The Zulu War of 1879

The first of our feature articles provides everything you need to know about the Zulu Wars without having to read a library to find out. Neil, Dave and Stephen present our guide to this fascinating period



### Verdun

Neil Fawcett presents an historical look at one of the significant battles of WW1 where one million German soldiers attacked an area defended by just 200,000 French. this bloody battle has recently had its 90th Anniversary



### I am your King!

Repression and politics provide the backdrop for this very silly skirmish action featuring Arthur and his valiant knights. If you're not a fan of Monty Python then you'll probably find this scenario extremely strange

*In the next issue we take an in depth look at wargaming the Eastern Front. Hopefully this general can find his way there before he misses all of the fun ...*

## IN FOCUS: *Over the Top* - *Adventurers* - *Commanding* - *First*

### Modular Battlefields



Dave Robotham reveals the tricks of the scenery trade as he takes some basic TSS desert tiles and turns them into gaming boards that should rightfully be hung from a wall in a nice frame.

### Painting Guide



Dave Robotham provides a step by step guide to painting 15mm Xyston Macedonians. And don't panic, there is not one Irish accent to be heard.

### Where the Eagle Dies



The first part of Tom Hinshelwood's Lost Century campaign sees the elite legionaries of the 1st Cohort try to escape through the Teutoburg forest while they are mercilessly pursued by Germanic tribesmen.



**NOTE:** This new double page spread version of the magazine is best viewed using what Adobe Acrobat calls “Facing” layout. Once you have opened the PDF you should click the View tab on the menu bar and then choose Page Layout and from the next set of options select Facing.

### The WJ Interview

15mm wargamer and master painter Ian Marsh (aka Fighting 15s) gets put under the spotlight and answers questions in the Wargames Journal Interview.



### Raze the Fort

Tom's gone Roman again with this Romans vs Gauls cavalry scenario set during the time of Julius Caesar. Will the Gaul chariots manage to burn the outpost? Play the battle and find out. whether Gaul chariots are match for well trained Roman cavalry



### The Vienna Bridgehead

It is competition time and the chance to win yourself £50 of wargaming kit with Neil Fawcett's guess the WW2 book.



**Rank Fire - *Unleash Hell* - Nightbringer - *Stalagluft III* - 96th Rifles - *Storm***

### The Paint Shop



There is a lot of talented professional painters out there which has led us to open our doors to them to share their talent with us and you. First up is our own Dave Robotham who has recently entered a world of making his brush for hire!

### Crocodile Tears



One of the most dreaded weapons of WW2 was the flame throwing Crocodile tank. In this scenario, playable with Rapid Fire, Flames of War and Blitzkrieg Commander, British attackers attempt to liberate a German occupied French town.

### To Catch a Warlord



From the archives comes this fictional encounter between Task Force Ranger and Somali Militia in a prelude to the infamous Black Hawk Down battle of Mogadishu 1993. For use with Wargames Journal's 5.56mm rules.



# OVER THE TOP

*The Verdun article on Page 38 inspired to dig out some Renegade WWI British soldiers and officers we knew we had in a box somewhere. Thoughts of Blackadder sprung into our minds ...any idea why?*



**Major Fry**



**Captain Laurie**



**Captain Darling**



# EDITORIAL

## It Just Gets Better



Well it's the fourth time out for the new look Wargames Journal and once again I'm immensely proud of what we have to show you. If it's possible Art Editor Stephen Rhodes has managed to make this WJ look even better than last time out.

It seems that you agree, last month's issue has been downloaded over 52,000 times at the time of writing this. So far this quarter we're averaging 3.2 million hits per moth, with 300,000 unique pages read and the quarter is nowhere near over. They're mind-blowing numbers.

On pure numbers alone it appears we're on the right track with the magazine but our goal is to make each issue better than the last and for that we do need your feedback. Whether you find a mistake, typo or have a suggestion or criticism we want to hear from you. Unfortunately we can't always reply to each and every email we get, but all are gratefully received.

We've got an electric mix of articles this month and the first of our new feature articles that provide a beginner's guide to a specific historical period. Neil, David and Stephen have been hard at work looking at the Zulu War of 1879 and have provided background material, wargaming advice and great looking maps of the main battles of the period to create an easy to digest overview of the genre.

What else have we got? Well, there is a blast from the past with our archive article, To Catch a Warlord. In fact, that particular scenario was one of the very first I wrote for Wargames Journal, several years ago now and uses my 5.56mm modern skirmish rules.

Since doing the 2nd edition of Age of Blood I've been tinkering with 5.56mm and hopefully it won't be too long before the new rules are ready to be rolled out.

There are two scenarios for your enjoyment featuring the Romans this month. Maybe it's the recent Rome TV series that has inspired my interest, but whatever the reason my fascination with the legions shows no signs of regressing.

'Where the Eagle Dies' is the first part of the Lost Century campaign, which was introduced last issue, where a century of legionnaires is attempting to escape Germanic warriors in the Teutoberg forest. The second Roman article is 'Raze the Fort', a Warhammer Historical's scenario featuring a Gaul attack on a frontier outpost.

Painter supremo Dave Robotham presents two indispensable Brush Strokes with step by step guides to the fine art of painting 15mm Macedonians and how to turn boring gaming boards into things of beauty.

Plus we have a silly Monty Python inspired skirmish action with I am Your King, frantic WW2 action with Crocodile Tears, and a whole lot more to get your teeth into.

The WJ crew are having a big gaming weekend at the start of March which we've all been really looking forward to. The local church hall has been booked for some big and beautiful games and in the next issue we'll let you know how we get along.

Expect lots of pics and the odd ugly mug shot of the Journal posse.

Ok, that's enough words from me. Carry on reading and enjoy Issue 4.

Tom Hinshelwood  
Editor  
[tom@rebelpublishing.net](mailto:tom@rebelpublishing.net)



# WARGAMES JOURNAL





## BLACK SCORPION MINIATURES

### ROLLS OUT US MARINES IN 32MM (HEROIC 28MM) SCALE

By Dave Robotham

If you've not come across Black Scorpion Miniatures before then you don't know what you are missing.

The company supplies a superb range of 32mm scale (or what is now generally referred to as heroic 28mm scale) white metal miniatures covering off the modern era (US Marines and Iraqi Militia) and a post apocalyptic range called Damnation Row.

It also does 60mm figures for the painting enthusiast.

The Marines are available as packs of five figures or you can take advantage of a £35 deal which gets you all 27 figures, or £1.30 per figure. The packs and single figures on offer include:

- US Marines with Night Vision Goggles
- Marine Captain
- US Marines Special Weapons Team
- US Marines 3
- US Marines 2
- Checkpoint Marines
- Command Pack
- Marine Commander

On the company's web site the figures are describe as:

"US Marines from 'post war' Iraq 2003. These figures could be used as any marines from the last 10 years or so as the uniform has remained largely unchanged in this time."

Supporting the US Marines are various packs of Iraqi Militia. Again the company does a discounted deal which will get you 25 figures for £30 with the figures armed with RPGs, pistols, grenades and AK47s.





# NEW INFANTRY SET TO CURB THE BUG THREAT

Mobile Infantry Army Book  
£19.99

The most recent addition to Starship Troopers: The Miniatures Game is the new rule book covering all the Mobile Infantry forces from the M9 Marauder to the TAC UAV. With the release of this book you can now field an entire company of Mobile Infantry instead of the usual platoon.



**Attack on Endor!**  
£14.99

The latest scenario pack to be released by Wizards of the Coast is based on Endor and is packaged with a rather cool looking AT-ST that is scaled to fit with their range of figures.

Included in the box are two maps representing Endor battlefields it is worth noting that these maps are also the first set designed with the new over-sized figures in mind.

You also get a scenario booklet and three Stormtrooper figures, 1 Scout Trooper, 1 Stormtrooper, and 1 Stormtrooper Officer.



# The ADVENTURERS



*"Watch out for the deeds of this band of adventure hungry heroes in the next issue."*







# HEARD ON THE WIRE

**HoW** comes to you this month from the virtual pen of Rich Jones who shares with you his latest findings in the world of wargaming.

This month we begin with a visit to the Hammerhead show at Newark. The Chesterfield Wargames Club took over the slot vacated by the deceased Sci-fi and Fantasy Partizan show. As a debut show it was very good, they had a good way of getting people to play the participation games. Basically you got a card and had it signed at each game you played. When your card was filled you got in the prize draw. Appeared to work very well.

The hall at Kelham always has a problem with lighting in the main big hall. I felt particularly sorry for the chap from, 'The Baggage Train' who was in an alcove which would be at home in a real life role play dungeon.

This was a shame as he had a selection of new 10mm figs to add to peoples collections. I picked up some WW2 Germans which are very finely detailed. The 'greens' he showed me of the upcoming Norman army made me decide what my next Warmaster Ancients army is going to be!

There was a wide selection of participation and demo games, none of which made you want to write home about the scenery and presentation (although I suspect working around WJ tends to make you become desensitised to

eye candy scenery etc) but almost all were brilliant in their ideas and game play.

One which I particularly liked was the 'weird' WW2 game featuring zombies, SS vampires and Brit commandoes. All the figures were from the superb 40mm 'Graven Image' range (Jim Bowen's figs – get them through Monolith amongst others <http://www.hammerhead.org.uk>). Good fun had by all (unless you were the werewolf I suspect).

All in all it was good to see decent numbers of punters at a debut show, especially as the numbers at the last few Partizan shows I have been to have been fairly low.

- Foundry have been busy putting together some new 'collections' of both old and re-done figures. One of my favourites is the Orc collection. Have a gander, then explore the others at <http://www.wargamesfoundry.com/collections/WARORC/4/index.asp>

- C-P models have added to their WW2 carry on range in 28mm. Originally these were going to be 36mm I think but have apparently 'shrunk' – however they are very nice figs – explore at <http://www.cpmmodels.co.uk>

- Black –Scorpion have a new range of modern US marines in 'large' 28mm – have a look at the single officer figure and see if, like me, your first thought is ... SG-1 Jack O'Neill!!

- If you still need to populate your Punic War table in 28mm then a visit to Renegade may be in order to get those elusive Spanish figures - <http://www.renegademiniatures.com/>

- Here is something I stumbled on – 28mm camo netting with authentic looking leaves to paste on – just what every MG42 crew needs – the site has a heap of other cool scenery stuff - <http://www.barrule.com/workshop>

- A game which I always mean to pick up and have a go at is, 'Hour of Glory'. If like me you have forgotten to get one then make use of their post free special offer. Hopefully next time I can tell you what the game plays like - <http://www.warmacre.com/>

- We have been playing some rules from the 'Two Hours Wargames' stable in the office lately so it is interesting to see they have two new sets out, one a Vietnam game and the other a medieval one on one set! Check out the review of NUTS in this issue and then visit the site at <http://www.angelfire.com/az3/twohourwargames/>

- A site which should interest the Nap gamers amongst us is a new 'blog' about the Waterloo campaign – bookmark this site to watch as it grows - <http://jcminiatures.blogspot.com/>

Haven't received many news items from manufacturers or show organisers as of yet – come on guys, tell us what you are doing!



## *Sam Mustafa, author of the Grand Armee Napoleonic rules, explains his latest gaming enterprise ...*

When you publish a game on Topic X and it begins to attract a following, you should expect soon to begin hearing enthusiasts asking you when “the variant” will be published for Topics W, Y, Z and so on. Since the game is often more alive on the internet chat-sites than anywhere else, these requests usually follow one of two predictable patterns.

In the first instance players write or post, asking if you’ll be doing a variant of the game for the War of Jenkins’ Ear any time soon. I generally respond that No, I myself won’t be doing one, but if somebody else wants to do one, I hereby grant permission to use the trademark name and I’ll even help with the editing. Ninety-five percent of the time that will suffice to send the person away quietly, as he has no intention of actually doing any of the work himself.

In the other five percent of cases, however, the earnest soul will take up the gauntlet and will announce the beginning of his project to create a Grande Armée variant for the Taiping Rebellion or what-have-you. He will find two or three accomplices online and they will fill the chat-site with ideas for about three days before finally giving up and becoming quiet.

Thus it had been for more than three years, with the many requests for Grande Armée variants, until late last year I decided to pick up my own gauntlet and do one myself. The more I began to work on Old Fritz the less it resembled a GA variant. First there was the issue of scale. Frederician battles were substantially smaller (and shorter in duration) than their Napoleonic counterparts. This allowed me to reduce scale a bit (now somewhere around 1” per 75 yards) while still allowing for battles that were smaller and required fewer figures than a GA battle.

Second, the Napoleonic “deep” brigades that GA depicts with large squares were not appropriate for 18th-century warfare. That necessitated an all-new basing arrangement using two stands per brigade, meaning that Old Fritz is moving perilously close to representing something like – gasp, GA players – unit formations.

Those of you who think that GA had to “fudge” too often to represent brigades, when their historical counterparts were rather messy amalgams of different units, will be positively horrified by Old Fritz. In some armies infantry regiments had two battalions, but in others they had one and some had three or more, and some were supplemented by a single battalion of grenadiers, while others weren’t, and so on.

And brigade composition is often bewildering: at Liegnitz,

for instance, the second and third battalions of the Anhalt-Bernburg regiment were brigaded with the two battalions of the Prince Ferdinand regiment, while the 1st battalion of Anhalt-Bernburg was brigaded with the two battalions of Gablenz, and one battalion from the Wied regiment, the other battalion of which was brigaded with a different regiment of two battalions, plus a single grenadier battalion.... You get the picture.

The only solution – and frankly it is a solution which I find increasingly sensible and eminently defensible – is to say that units on the table are “representative” of the presence of similar proportions of their historical counterparts. Run, literalists, run for your lives.

In some instances a designer finds himself at a serendipitous juncture where historical “feel” and game-design imperatives coincide. That was the case with the new system I devised for Forces and sub-commanders (these words will be familiar to GA players.) Rather than trying faithfully to recreate the bewildering and overlapping ad-hoc command “structures” of Frederician armies, I decided to list an army’s composition in units, and then list the sub-commanders available in that army. The commanding general – like his historical counterpart – must first create the Forces, himself, by assigning units to generals. Since every general represents some dynastic or political consideration, every one has to get a command of some significance, like it or not.

And then we roll up each general’s abilities, based on his historical norm. (You can usually count on Ziethen being a fine cavalry commander, and so you give him all the Hussars, only to learn now that he has the flu, and isn’t doing well today.) This happy “fudge” got me off the hook for all sorts of arguments about scenario design and gives the players the chance to do what their historical counterparts would have done, but which is rarely done in historical scenarios.

A number of other new ideas have found their way into Old Fritz. Some come from three years experience with GA and others – particularly those dealing with musketry – are entirely new. This short column precludes further elaboration, but suffice to say that I am happy with the evolution of this game design.

Old Fritz will be in development throughout 2006 and most likely will be published in early 2007. Oh and please don’t ask me when I’ll be doing the variant for the Mali-Songhay Wars....



# COMMANDING PRESENCE





# TO CATCH A WARLORD

## A SOMALIA 1993 SCENARIO FOR 5.56MM

BY TOM HINSHELWOOD

*This skirmish scenario is set in Somalia around the time of the 'Blackhawk Down' incident that saw 18 US troops killed in Mogadishu, with 73 wounded, and which sent a shockwave throughout the US and the rest of the world. Intended for a small 'insertion squad' this scenario introduces our fast-play modern combat rules to you – 5.56mm - and sets the scene for future modern combat articles.*

### INTRODUCTION

You wouldn't believe the angst that surrounds writing an article like this one. Several staff writers loathed the idea, many others backed it up and some just sat on the fence. Wargaming modern combat encounters is a deeply emotive thing to do, or so it seems.

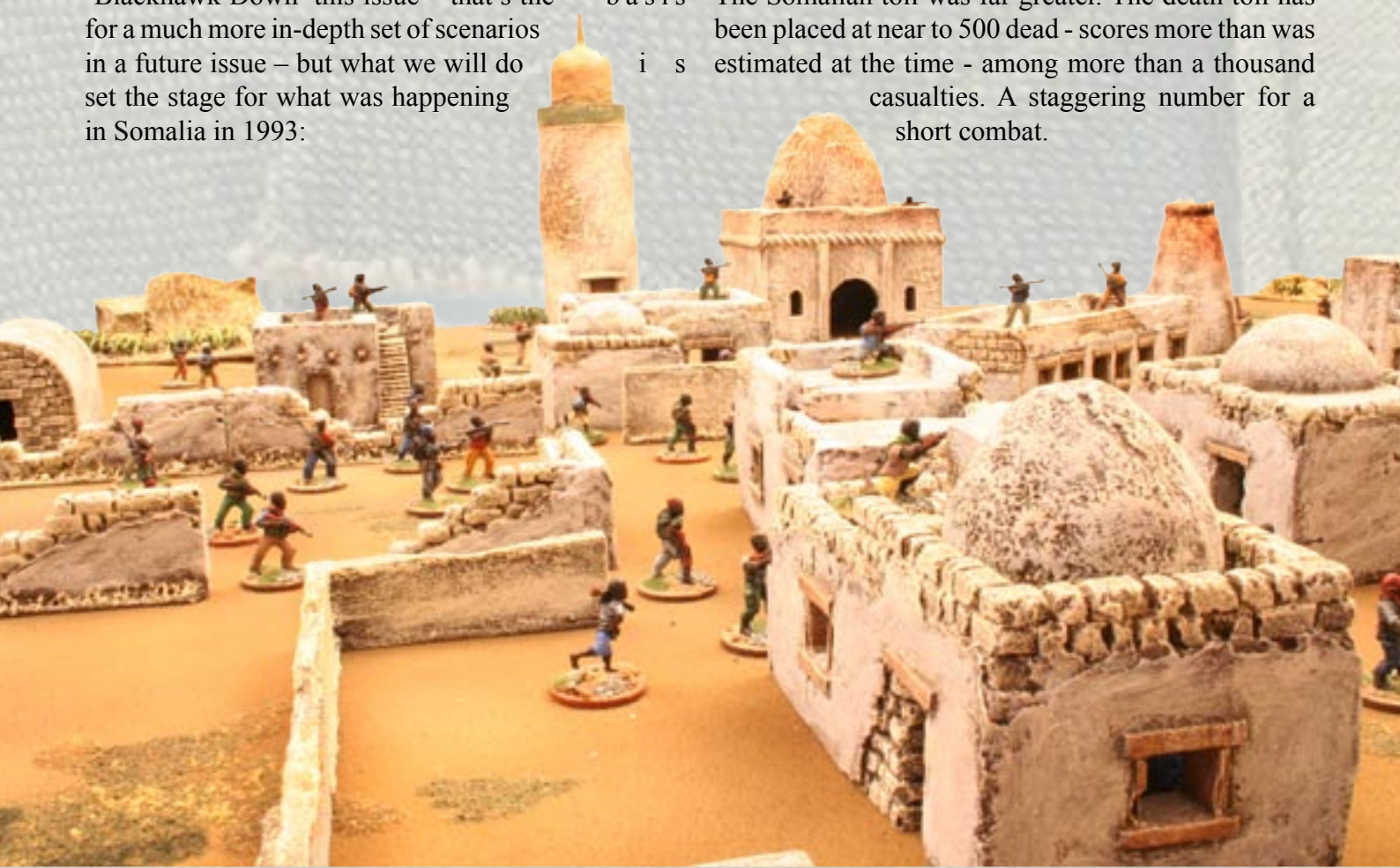
That said we chose to go ahead and write this 'teaser' scenario. What we in no way look to do is marginalise the incidents in Somalia in 1993 or in any way injure the parties who fought there. This scenario simply draws from the history of the armed conflict and is to be hopefully used to provide a basis for testing our new Modern Fast-Play Skirmish rules.

We won't go into too much detail about the events of 'Blackhawk Down' this issue – that's the basis for a much more in-depth set of scenarios in a future issue – but what we will do is set the stage for what was happening in Somalia in 1993:

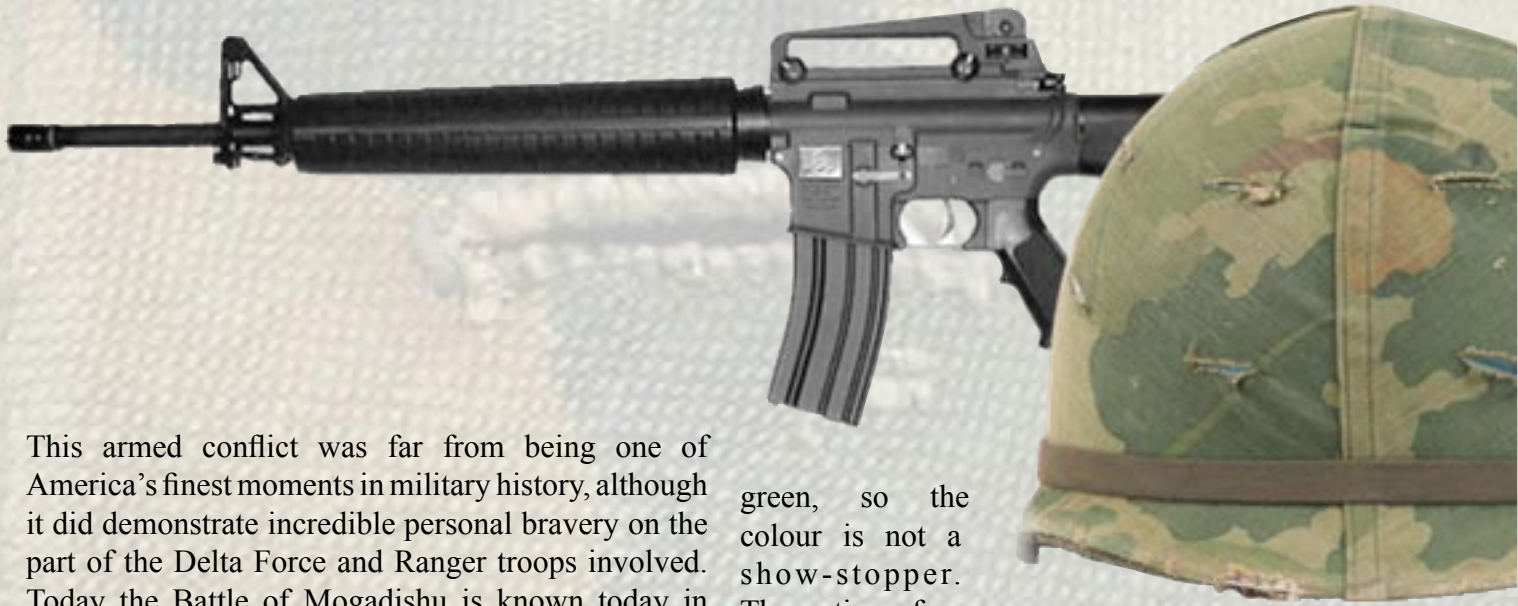
On Sunday, October 3rd 1993 attack helicopters dropped around 120 elite US soldiers into a busy neighbourhood in the heart of Mogadishu, Somalia. A simple mission was at hand - abduct several top lieutenants of Somali warlord Mohamed Farrah Aidid, in around one hour and then return to base.

But what transpired was that two high-tech UH-60 Blackhawk attack helicopters were shot down. Troops were pinned down through a long and terrible night in a hostile city, fighting for survival. When daylight came: 18 Americans were dead and 73 were wounded. One helicopter pilot, Michael Durant, had been carried off by an angry mob.

The Somali toll was far greater. The death toll has been placed at near to 500 dead - scores more than was estimated at the time - among more than a thousand casualties. A staggering number for a short combat.







This armed conflict was far from being one of America's finest moments in military history, although it did demonstrate incredible personal bravery on the part of the Delta Force and Ranger troops involved. Today the Battle of Mogadishu is known today in Somalia as 'Ma-alinti Rangers', or the Day of the Rangers. It pitted sophisticated military power against a mob and was the largest single fire-fight involving US soldiers since the Vietnam War.

The mission that resulted in the Battle of Mogadishu came less than three months after a surprise missile attack by US helicopters under UN command) on a meeting of Aidid clansmen. This attack was formulated after a Somali ambush left some 20 Pakistani soldiers dead. It is said the missile attack killed 50 to 70 clan elders and other people, but this number is officially rebuffed and stated to be more like 20.

In an odd sort of way you could say that the US and Somalia were at war following the helicopter attack.

Our scenario is a fictional build-up to the ill-fated Blackhawk Down conflict, several weeks after the helicopter strike and sees a relatively small team of US Rangers and Delta Force snipers head out into the desert to assault a village with Aidid militia stationed within it.

### SCENARIO INTRODUCTION

This is a night-time assault and will see a ground-based Ranger insertion squad (often referred to as a Chalk) that is mounted in Humvees use stealth to enter a village, securing its perimeter and strike out to search buildings for Aidid personnel and weapons.

The perimeter of the assault is to be *covered off* by Delta Force snipers – two in total – who will provide covering fire in the event of trouble. The extraction point is close to the village and this task will be performed by a UH-60 Blackhawk in night (black) camouflage if you have it.

We actually used a pre-painted model from Forces of Valor (FoV) which is

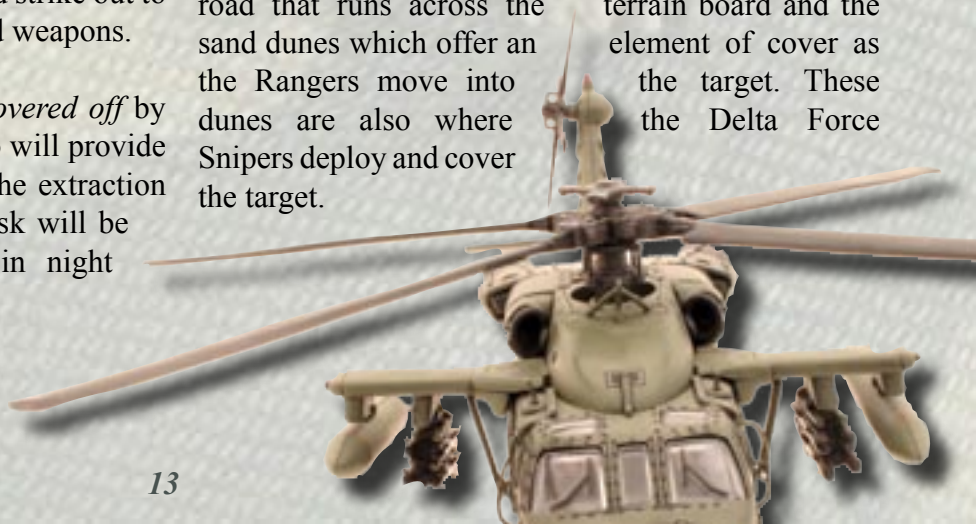
green, so the colour is not a show-stopper. The notion of re-painting the helicopter was entertained for about 30 seconds, but the model from FoV is so nicely done we figured this would have been overkill.

The Village of Abi-Sadu is located roughly 80 clicks from Mogadishu and is a known 'hostile' location and as such must be treated with extreme caution. It is unknown as to the full extent of the Rebel forces in the area, but intelligence points to as many as 30 hostiles at any given time.

The US assault is intended to A) destroy any weapons found B) grab any Rebel leaders and C) search for prisoners. It is believed that several Pakistani soldiers were snatched when the earlier ambush took place. This rescue 'package' must be located and moved to the extraction point – designated Charlie at F4 – for collection by the UH-60. If this Extraction Point proves to be too 'hot' then an alternative 'Echo' location in D1 can be used.

### THE MAP

As you can see this is a simplistic layout with little or no noticeable scenery to write home to mother about. The key points are the 8-12 buildings – the exact number is your call, but we recommend a reasonable number to influence game play – the main road that runs across the terrain board and the sand dunes which offer an element of cover as the Rangers move into the target. These dunes are also where the Delta Force Snipers deploy and cover the target.

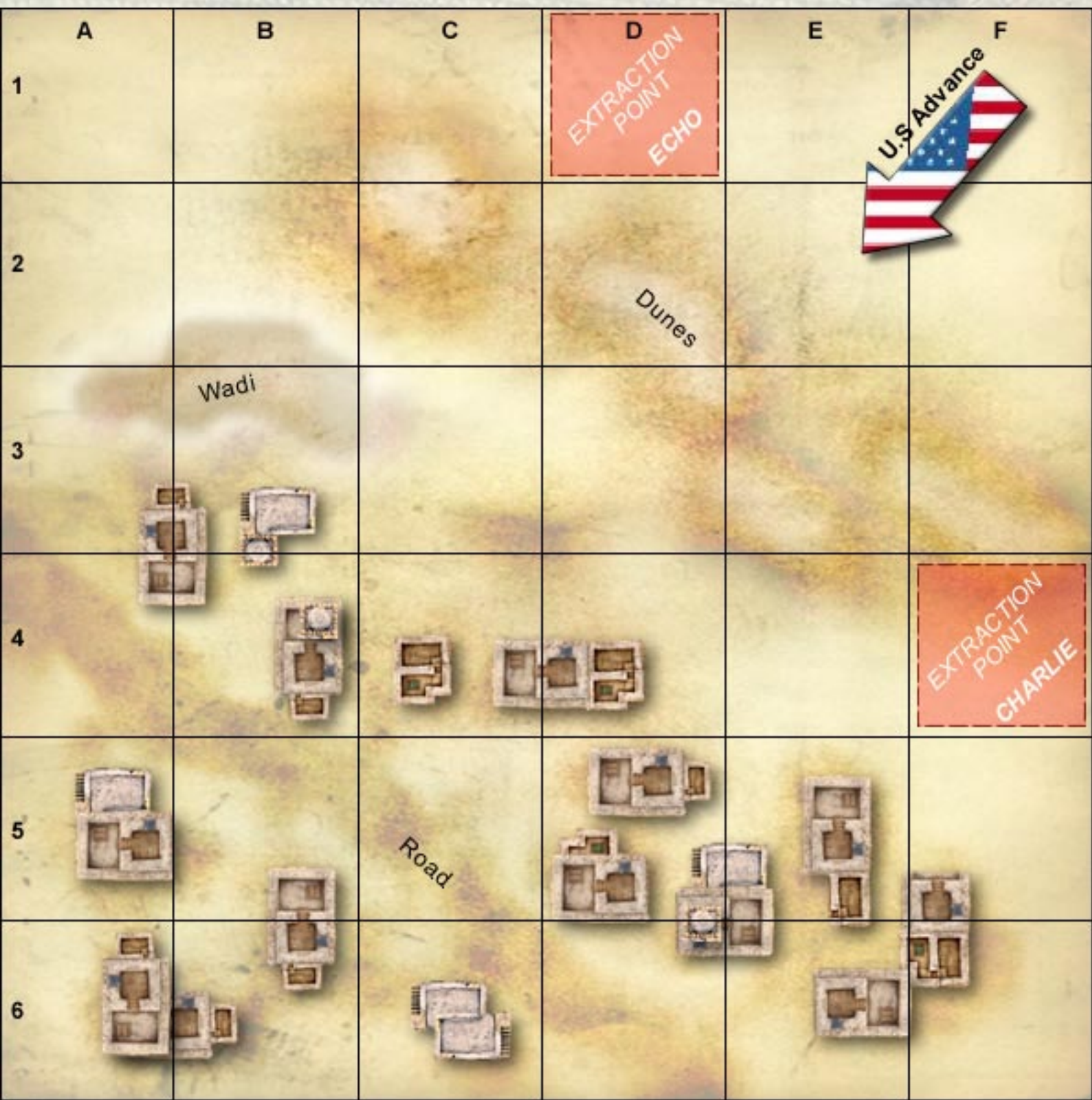




children's models of Humvees that we are in the process of converting up for military action.

The terrain for our first test game was basic TSS desert boards which have served us well and the sand dunes are nothing more than coated polystyrene which do the job nicely.

Our roads are hardboard cut into strips, painted black and then edged with some sand to make them look a little less dull. So all in all nothing too flash...that comes from the game play hopefully.







Our new terrain is much more elaborate, although again its assembly is pretty straightforward and not too tricky.

#### **US ORDERS OF BATTLE AND SETUP**

The US troops enter the game from the top right hand side of the map – F1 – and are loaded in Humvees touting .50 cal machine guns. Clearly the name of the game is stealth, but if you want to go in guns blazing then it is up to you.

It is recommended that the US troops deploy around the sand dunes at D2 and make their way forward on foot. The Delta Force snipers – Corporal ‘Bulls-Eye’ James and Sergeant Patterson – will take up a covering position on this sand dune which offers a wide field of visibility.

The Humvees carry a team of roughly four troops, you can split accordingly and the downloadable Squad sheet will give you names and equipment for all 10 members of this insertion team. The mission is commanded by Lieutenant Sasaki.

The US team are all carrying night vision goggles (unlike the night of the actual Blackhawk Down mission) and this gives them a major advantage over

the Somali militia.

The mission intelligence for this game leads the US forces to believe that the ‘package’ they are after is located in the house located at the join of D5 and E5. But this could be wrong! When the US troops get to the house they think is correct roll a D6:

- 1 - 2 Somali player may change the house within 18 inch radius of original location
- 3 - 4 Package in next closest house
- 5 It is the right house – Intel is correct
- 6 Right house, but package has been split into two locations.  
Choose a 2nd house within 12 inches for 2nd collection

#### **SOMALI ORDERS OF BATTLE AND SETUP**

The minimum number of militia in this game will be 20 and they will be armed with AK47 assault rifles and RPGs. They are housed around the town, several will be on patrol and the ‘package’ will always be guarded.

An arms dump needs to be located in the village – which should be destroyed by the US troops – and this should be located in B5 or B6.



See Special Rules tables for the randomised locations of troops and hostages.

### VICTORY CONDITIONS

If either or the sides are completely wiped out then the other side automatically wins, otherwise when the US troops reach either of the extraction points and the US player decides, the game comes to an end.

Victory Points are then worked out, and the side with the most is victorious:

#### US

5 Points Destroying the Arms Cache

10 Points Securing the “package”

5 Points Capturing the Somali leader

#### Somali

2 Points For each US soldier killed

3 Points For each US soldier alive but not at the extraction point when the game ends

1 Points For each Humvee destroyed

If the US player achieves his objectives but still has less Victory Points because of high casualties then he has still achieved a victory or sorts but the cost has been too high and the Somali’s effectively win.



### DOWNLOADS

The following files are Adobe Acrobat PDFs and contain the key elements of this scenario: Orbats and Special/Scenario rules. Simply click on the link to head of to the Wargames Journal web site where the PDFs are located:

***US Squad Sheet***

***Somali Squad Sheet***









## SCENARIO AND SPECIAL RULES

The following table will detail random events which may or may not occur during the course of the game. The scenario is presented for our new fast play Modern Skirmish rules – 5.56mm – which uses a card sequence for activation of troops.

The way it works is that each character or team is given a card from a traditional pack of playing cards and you also use the jokers – in fact you can really make the game fun by using extra jokers. This mini-pack is shuffled and turned over to indicate which character or team gets to go first that turn.

Should a joker be turned over then consult this table:

Roll a D10

1 - The next character activated suffers a weapon jam and must take an action to fix it (Morale roll against TN 4). If he fails to do so then he must spend his second action fixing the jam, but does not have to roll to do so.

2 - An irate Somali emerges out of a house chosen by the Somali player and is allowed a single Fire action before returning inside. The gunman has the same stats as a Somali Militia.

3 - Blank

4 - A US character accidentally alerts a stray dog who

barks, giving away his position. The Somali player may select any single US character and any rolls to attack or spot him are made at a +1 modifier until the end of the turn.

5 - Blank

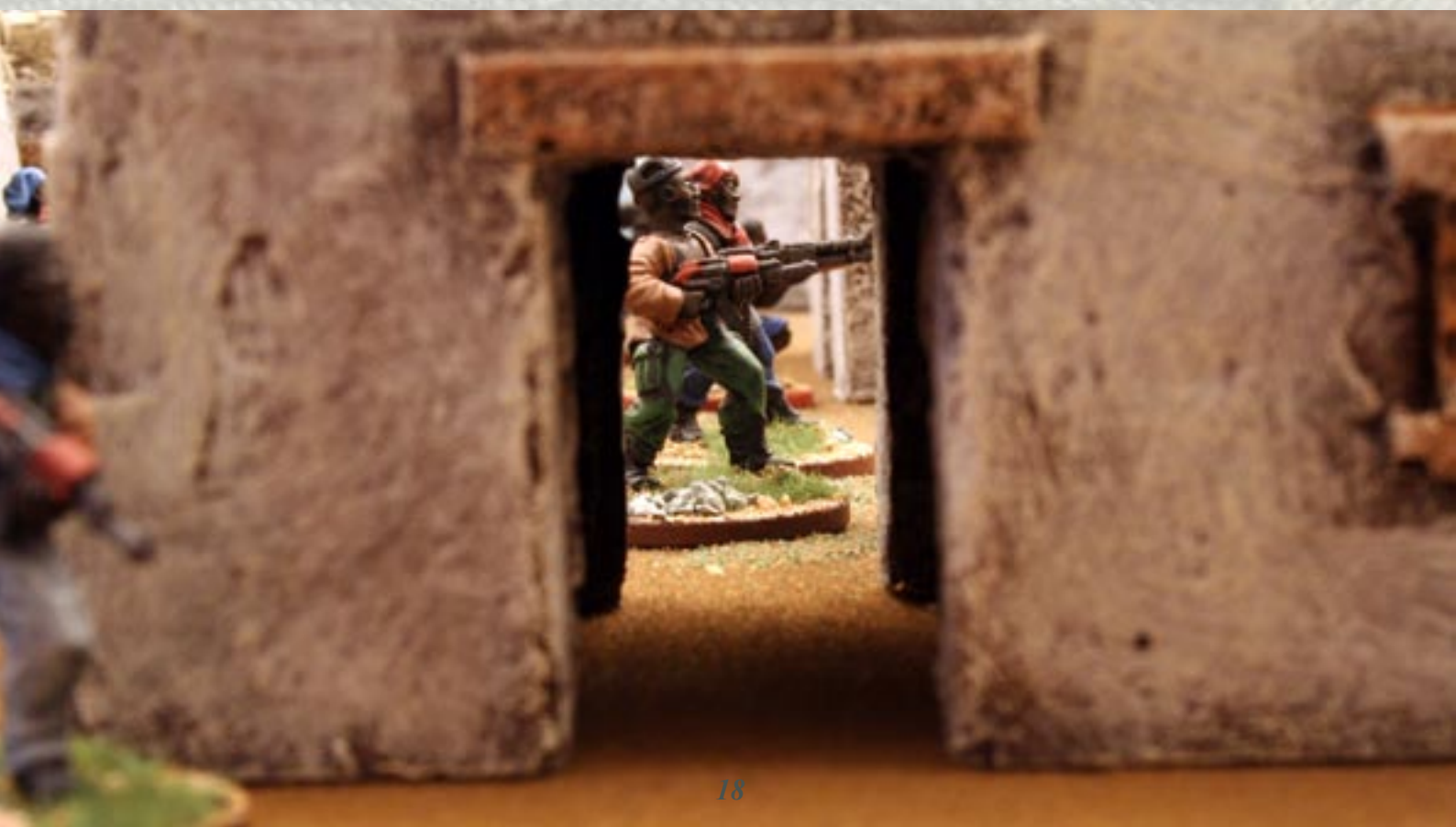
6 - A US character becomes ***blood crazed***, abandoning all thought of stealth or safety and shoots at the nearest Somali. The Somali player may select any single US character who has not already had his go this turn and that character must use the Auto-Fire special action to shoot at the nearest threat. (aka Charlie Sheen in Navy Seals)

7 - Blank

8 - The next character activated has either not brought along enough ammunition or has been wasteful with his shooting. He counts as having an 'Ammo-Low' status with his primary weapon for the rest of the battle.

9 - The next character activated hears something close by and mistakenly believes it to be the enemy. The opposing player selects the direction and the character must take a Move action as he investigates the sound. The character cannot be made to Move into the line of fire of an enemy he is aware of.

10 - 1d6 Somali Militia reinforcements arrive from the southern road on foot.







Somali Rebel Troop deployment is random. There are 20 figures including a leader and what we recommend is that you place 2-4 figures with any prisoners (2 inside and 2 outside) and then 2-4 figures with the leader, perhaps having a late night planning meeting, or maybe just getting drunk.

The remaining figures should be placed in patrol positions – near to the houses on the road – and then inside the buildings. This is left up to the defending player to decide.

***Destroying the Arms Dump*** - A US soldier needs to get within the perimeter and use a single action to plant the explosives. Then during the characters go in a subsequent turn the player can choose to detonate the explosives, destroying the Arms Dump, and causing everyone within 4" to take damage TN D6+6.

Before the battle the US player needs to choose 2 of his team to carry the explosives. If either is killed at any point another character can take the explosives and detonators from a body by being adjacent to the corpse.

***Capture the Leader*** - If the Somali boss can be either be killed or given a Mortal Wound in hand-to-hand combat the US player can instead elect to capture him. If this is done he is bound and taken off. A US character escorting him counts as performing the Carry special action as though with a 'Critically' wounded companion.

If two US characters escort him then both are considered as if using the Carry special action but they can Move normally without having to roll, both characters must stay adjacent to the captured Somali boss.



## NUTS!

*The Game of Man to Man Combat in WW2*

Produced by **Two Hour Games** and Written by Ed  
Teixeira

I was first intrigued by this company a couple of years back – promising a quick but believable game with its ‘Chain Reaction’ rules. The creators also seem to have the following of a group of skirmish gamers who swear by them for realism and game play.

I did buy them at one stage under the ‘Girls ‘n Guns’ guise. They looked intriguing but to be honest they seemed confusing and I basically couldn’t be bothered to sit and wade through them.

When CR 2 came out the layout problems and some mechanisms had been tweaked – so wanting to give them another chance I bought them and then waited for the right time to test them out. Unfortunately that time didn’t arrive although the reaction rule mechanics had me ‘well intrigued’.

When the WWII version hit the Internet (simply called NUTS!) I got hold of them, but as I was again wrapped up with play-testing a few other WWII rule sets and playing Warmaster Ancients, again NUTS sat on my hard-drive. This changed when our club wanted to use our 36mm (1/48) WWII kits for a quick one off session and it seemed like the ideal opportunity to try them out. So after a rather awkward start I’m very glad I did!

For the sake of the review I have used the US terminology of a ‘squad’ being what we Brits would call a section (usually 8-12 men).

Firstly, an important point for gamers to understand, where do the rules sit ‘level wise’ among the gamut of ‘skirmish’ rules available? This isn’t that easy a question to answer, but I’ll

give it my best shot:

They are certainly not at the ‘Final Combat’ or even ‘Face of Battle’ end of the spectrum in terms of complexity. This is where it gets tricky and the anomalies began, as they have a lot more scope for character detail than say ‘Arc of Fire’ or even ‘We Can be Heroes’ but seemed to be a fairly ‘simple’ set of rules.

So I’d say they are basically aimed at having a squad or maybe two squads per player on the table, maybe even with scope for running a platoon each.

At my local club we now regularly have a platoon on the table in bigger games. For those interested right from the start by such things, they are d6 based (also use a deck of cards for initial force generation) and not in the ‘buckets of dice’ category as you will usually be rolling from 1-6 dice. While basically being an initiative driven IGO UGO system the ‘reaction’ checks mean you barely notice that they are!

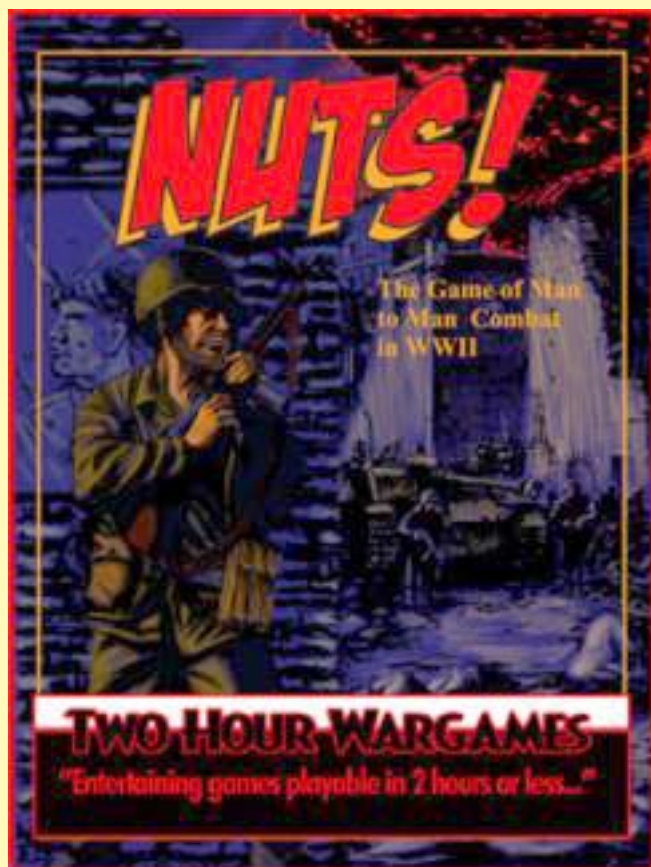
The rules are 60 pages long including all the frills such as the campaign and forces mechanisms as well as 6 Quick Reference Sheets. While normally touted as portraying ‘Hollywood’ action I’d say that John Wayne or Audey Murphy would not have made the first interlude had Hollywood action been this ‘real’.

In case you don’t know your Ardennes history the title of the rules comes from the alleged response the commander at Bastogne gave to the Germans invitation to surrender. So background details out of the way ... what are they like to play?

### MECHANICS

The average WWII gamer will find the mechanics quite different from the norm I suspect. However those with a bit of a roleplaying game (RPG) background will feel very at home. In the game each commander plays the ‘Star’ who has to ‘control’ (with the aid of a junior leader) a squad of soldiers who have the propensity to want to sit behind the nearest cover and only pretend they are fighting.

Each figure has a Reputation value (REP) which encompasses a wide range of personality and physical





# The Wargames Journal

## REVIEWS SECTION

traits. The highest REP is 6 the lowest squad member will be a 3 while civvies may be a 1 or 2. Your starting squad is likely to be a mix, you being a 4 or 5 and everyone else being a 4 or 3. The REP plays a major part in the game mechanics, you add it to a die roll to determine shooting, you need to roll under it to 'PASS' dice for the reaction tests which drive the game. It sounds tricky but it grows on you.

Now, the whole 'PASSING' die rolls thing is the bit that seems to throw the mainstay WWII gamer into a stress related frenzy. I can't quite figure out why as the mechanics are simple - basically for various tests you roll one or two dice and the reaction is determined on how many dice you PASS. Pass zero and you are normally left in the lurch, passing the maximum possible means you are flying and in-between is well ... in-between.

Easier to imagine with an example of movement maybe: A character can normally move 8" but can try to dice for a fast move. In order to do this they role 2 d6 and see how many they PASS. If the figure has a REP 3 and rolls a 3 and a 6 it has only passed one; it can therefore only move/run 12". If it had rolled say 3 and a 2 then there are 2 passes (the maximum possible) and can move/run 16". If both dice fail then the figure still moves but only a basic 8".

This basic mechanism runs throughout the reaction tests ... perhaps the major ones being the 'in sight' test and the 'taken fire' test. These two are the ones that mostly define what your troops do during the game:

The **In Sight** test is taken by anyone that comes into view (or potential view) of any enemy. It is perhaps seen by our club as more of a 'reaction/reflex' test than a 'spotting' test as something may move into plain view but can you react and fire at it? It also determines the order that people can fire in.

The **Taken Fire** test basically informs you of what the figure does when they are fired on (not necessarily hit, just fired at). Pass two dice checks and you can fire back and complete any move, pass one and you are likely to fire back less effectively or 'duck back' into cover, don't pass any and you hit the ground and hunker like a baby ... well that or run away!

If you do pass and fire back then obviously the firer then has to take a test and so on ... each may fire several times until someone ducks back or takes a hit or worse. One thing that makes the whole system quicker than it sounds is the concept of being 'outgunned'. In the perceived threat hierarchy, some guns are better than others and make people duck back automatically. The Garand outguns the Kar 98 rifle - the MG42 outguns everything. So you have to make sure you get in first and make it count!

The whole reaction and out gunned mechanisms recreate suppressive fire and being pinned down very well. Lay enough fire down on the dug in MG and you may not be able to kill them but you can make them keep their heads down while a group works its way close enough to lob a grenade in!

Movement is done by initiative dice rolling - but with a twist. The number you roll also determines who can go that turn because only the figures with an equal or higher REP to the throw can move. Leaders can 'take along' lesser REP figures (a quick boot up the rear for you sonny) but if you leave lower REP figures alone they are not going to do much very often unless they really have to - like having an enemy figure appear in front of them waving a bayonet fixed rifle!

Shooting is worked out by throwing a number of dice equal to the target number of the weapon: ranging from 1 for Bolt Action rifles to 6 for the MG42. Some weapons have a cone of fire allowing multiple targets etc. The

dice roll added to your REP is read off on a table which tells you if you have hit a target or not (based on the position and status of target ... i.e. are they in cover etc). Then a quick roll on the damage table may see your figure knocked down, 'obviously dead' or out the game with you not knowing quite how badly hit 'til you get to them and check ... you run all the way across to him dodging fire only to find he's about to die next go anyway!

The vehicles work in the same vein - each crew member is responsible for different things - again a lot smoother than you imagine it is going to be.

So already an intriguing set ... but we haven't even hit the cool bit yet! It may be me but all the rules that have tickled my fancy lately seem to have a built in advancement/campaign system which doesn't require heaps of paperwork or maps etc.

NUTS has one of the better versions I've come across and you feel like you are bordering on the RPG world, but without the time commitment and paper work! Firstly there are the mission tables - nothing new in this really you may think; roll on a table and check what mission you are playing. What makes it stand out though is that this may be a stand-alone mission for your section (section patrol etc) or sometimes that is part of a bigger plan, i.e. you are just one part of a much bigger attack.

This determines the level of random support, pre-game happenings (mortar, air support, outflanking etc) and reinforcements you may receive. These reinforcements arrive at a randomly determined and unknown in advance time and consist of a variety of possible troops. Sometimes this swings the game a **LOT**, but as the man said 'life's a bitch, then you die'.

It does get you well involved in the game - in one game I played just as my squad was getting to the objective on popped a 251 halftrack full of eager



# FIRST LOOKS

out popped a 251 halftrack full of eager Panzer Grenadiers ... and so a tactical retreat was called for. Then the next go the smile was wiped from my opponents face as I won the equivalent of the lottery and got a rampaging M4 Sherman heading across the table towards my opponent's troops.

After the game a quick few roles may lead onto a related game or you may get to start afresh next game (maybe your platoon was sent for R&R and a shower). Figures may advance their REP and abilities, they may be put forward for honours – or if you used the Star abilities to cheat death or be cited for cowardice in the face of the enemy. All this is done with simple, quick mechanics.

By now I was a convert but the rules allow for one more thing that stands them out from other rules which I enjoy. The reaction rolls can be used to make one side (usually the defenders) play on auto pilot! The rolls determine who fires when, who runs who stays etc.

This makes them ideal for either solo play or a game with both players on one side versus an 'automatic' enemy without that normal 'solo' feel to the

reactions of the opposing forces. My daughters have both played through games on the same side as me, handy to teach the rules and more enjoyable than having a newbie thrashed by the old hand.

So just when I was happy playing my own set of rules, 'Face of Battle' or 'Final Combat' for squad level stuff, NUTS has done a FUBAR on me! Once you get used to the mechanics they really do offer what they say on the cover – give a damn fine game in 2 hours or less!

But having said all of this they will not be for everyone. The level of detail is strange but they definitely concentrate on the effects of combat on the men. If you want fine weapon detail, want to know where your figure is hit (damn there goes my left lapel button) and how many yards of movement you lose running through that hedge – then these rules may not be for you.

If you like knowing that your troops will follow your every command and that your plan will run like clockwork then these rules may well give you stress related symptoms!

But if you are after a quick, easy (once

you get the mechanics sorted) game where figures tend to do as they like (or rather ... do things you don't want them to) unless you go and kick them up the backside then NUTS may be for you.

I find that they can give some very bloody results. In my last game before writing this review one MG 42 burst left 3 of my squad face down in the mud dead and the rest of the squad hiding in a ditch – all I'd done was run over a bridge.

Lastly they are ripe for converting – Neil F get those weird world war II figs out, or even better those 40mm Stargate figures!!

They are also supported by two thriving yahoo groups which can be joined through the links on the THW site – <http://www.angelfire.com/az3/twohourwargames/index.html>

The author is very helpful and the rest of the crew have a lot of good ideas of how the rules can be 'adapted'.

As to price well the printed copy will set you back US\$23 or you can buy a PDF version for US\$17.

**By Rich Jones**



*Some very nice scenery is also available*



*The Dashing D'Artagnan*



### 40mm Musketeer figures

*A skirmish game in heroic France*

Produced by Eureka Miniatures ([www.fighting15s.co.uk](http://www.fighting15s.co.uk))  
stocks these figures in the UK)

The subject is a wonderful one: Musketeers! Who cares if they may well be completely fictional, well at least as Dumas describes them in his excellent works. The idea of one for all and all for one is wonderful. We all love a hero and a villain and let's face it the set piece of this story concept is baddy who had a really nasty henchman and many other stupid guards who are right royally kicked about by four blokes with swords. Magical!

When Eureka sent us a set of the new 40mm Musketeer figures it has started to produce several

people got themselves all excited, myself included. I love a good skirmish game and although I now find I am in need of 40mm

scale scenery for around the 1650 timeframe I just cannot resist these miniatures.

Before I move on with this review I need to mention scale. These figures are sold as 40mm scale and that's great. But when I got out the major bad guy, the uber-villain of the times, Rochfort, the Cardinal's Blade, this boy stands 50mm high – a full two inches of crowning glory. So I asked my current figure

painter what his price would be to paint this figure up well for me. I add this text purely because the detail of these figures is such that they deserve a great paint job and it is beyond me. Now I know that many gamers buy the figures for their enjoyment of painting them as much as gaming them, but for me I want these chunks of metal to shine after they have had paint applied.

So back to my question to my painter friend about how much he would charge. He quoted me £10-12 per figure which is a very cost effective solution for a figure of this size and complexity. I then asked a couple of other 'pro' painters and got quotes back of £15-20 and £20-25 which gave me food for thought.

I was interested to see how this 40mm scale, which seems to be very popular right now, would impact me if I turned to a painting service to meet my needs.

The miniatures are wonderful and as you can see from the pictures full of detail, crisp and dashing. My favourite figure is Rochfort because he looks 'up for it' – whatever that may mean. This figure came in two pieces: the body and a base. Superb and other than a badly bent sword, which I will replace with a sowing pin or a brass rod, this figure was perfect. No flash and no noticeable mould lines.

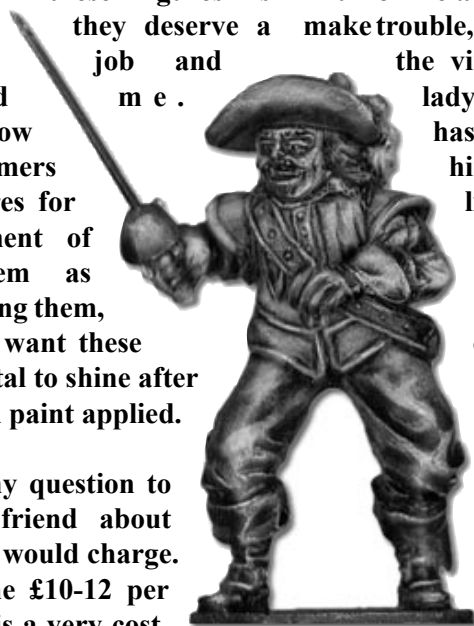
By Stephen Rhodes

The actual Musketeers are wonderful figures and really do sum up the characters from the movie – full of life and verve and ready to make trouble, especially if it involves the virtue of some buxom lady in waiting. Aramis has a flouncing look to him and Porthos looks like he's just eaten a hog roast on his own and wants to take his indigestion out on some Cardinal's Guards.

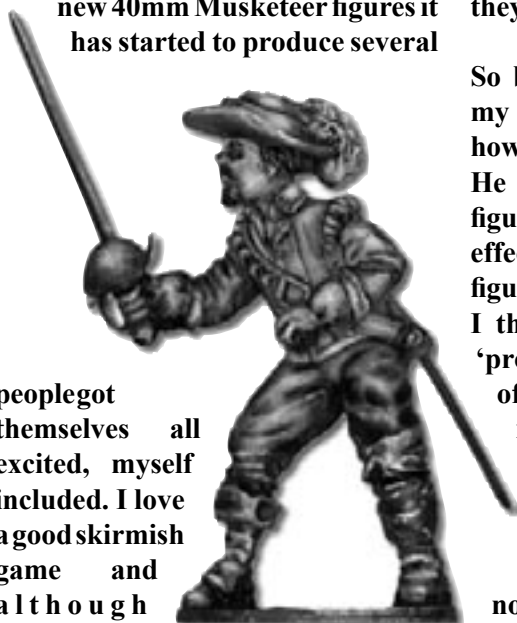
What amuses me about the Guards is that the sculptor (Mike Broadbent) has captured the somewhat 'dumb' nature of the Guards from the movie.

They are, after all just cannon fodder and these figure don't look too bright as they lumber into combat only to be run through by the flashing blade of the pretty D'Artagnan.

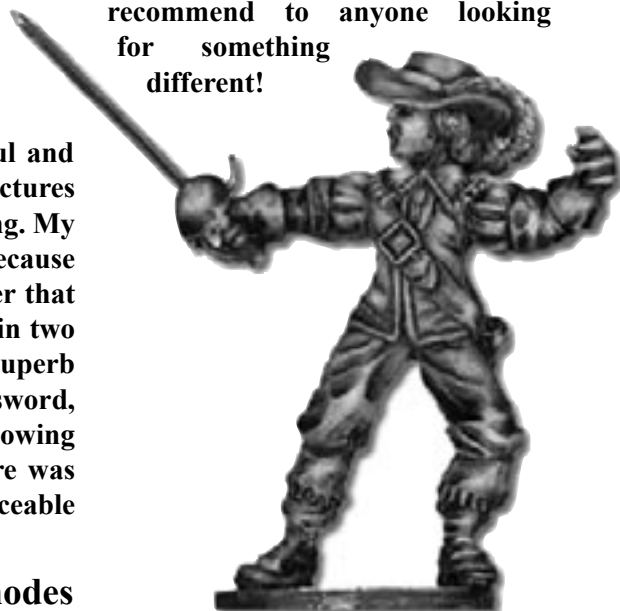
Wonderful figures that I'd recommend to anyone looking for something different!



*Porthos*



*Athos*



*Aramis*



# FIRST LOOKS



*Guard 1*



*Rechfort*



*Guard 4*



*Guard 2*



*Guard 3*



### *20mm Scale Elefant Heavy Tank*

Produced by Dragon Armor

Price: £9.99 (Modelzone)

Ferdinand Porsche had constructed around 90 chassis for his own version of the Tiger tank when news came that Henschel's design had beaten his own. Not to waste the work the chassis were quickly converted into tank destroyers carrying the powerful 88mm PaK 43 anti-tank gun.

At the rear of the vehicle an armoured superstructure was installed and into this was the housing for rather large 88mm gun. Sadly they missed out some simple machineguns, which would have aided this vehicle significantly.

The tank was originally named Ferdinand, in honour of its chief designer, but as with all things a new name stuck: the troops called it Elefant and the rest is history.

Well protected by thick armour and packing a punch with its superb gun the Elefant was underpowered mechanically inept. Early models lacked an MG for defence and as a result fell foul of Russian infantry tank-hunters when it first saw action at Kursk in 1943.

Surviving Elefants from this campaign were called back so that a machine-gun could be mounted in the hull. These were subsequently sent to Italy. The last Elefant was destroyed in 1944. It is believed that during the Kursk campaign the Elefant tanks accounted for

320 kills. These vehicles also saw service in the Battle for Berlin.

Dragon's model is the Sdkfz 184 with Zimmerit armour paste and painted up for Russia/Poland in 1944. The vehicle is designed to be part of 3.Kompanie of sPzJgAbt 653 which was deployed in Poland in April of 1944.



The model is roughly 3.5 inches long and 1.75 inches wide and has a superb camouflage paint scheme. What it lacks is weathering and this would not take much time to 'dirty' this tank up.

This is really the only fault with this model, too clean and pretty. At 1/72nd scale it fits in well with my other WWII vehicles and I very much like the effect of the Zimmerit. A great model for £9.99 and having acquired 4 I now fancy playing the Battle of Ponyri.

**By Stephen Rhodes**





# FIRST LOOKS

## *20mm Scale HMMWV*

**Produced by Dragon Armor**

**Price: £8.99 (Modelzone)**

The High Mobility Multi-purpose Wheeled Vehicle (HMMWV) is the replacement vehicle for the M151 series jeep. The design goal for the HMMWV's was to provide a light tactical vehicle for command and control, special purpose shelter carriers, and special purpose weapons platforms.

It is basically a rough and tough vehicle capable of dealing with the rigours of the modern battlefield. The HMMWV is produced in several configurations to support weapons systems; command and control systems; field ambulances; and ammunition, troop and to be a general cargo transport. And of course these days Hollywood Stars like to drive a Humvee!

coloured vehicle designed to represent a HMMWV M1025 used in Baghdad in 2003 as part of the 997th Military Police Company a green camo variant that is also from Baghdad in 2003 but part of the 2nd Strike Brigade, 101st Airborne Division.

These are great little models that are suitable for all sorts of scenarios, especially non-Iraq ones. We have a large set of 20mm Mogadishu figures and as part of a future game we need 12 HMMWVs and at £8.99 these models are a cost effective way of getting us to that target. Out of the box they work and with TOW missile and automatic weapon versions available these are ideal gaming accessories.

We got hold of two variants of this model: the sand

The model is 1/72nd scale and fairly durable.





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I thought about spending a 1,000 words saying how beautiful these figures are, but then I decided that actually showing you the pictures would be a better thing to do with the space I was allotted with the review.

As a painter I am inspired by these models: great poses, superb concepts, creatively strong, lovely castings and well proportioned. I am really stuck as to which one to prime and paint first.

The figures come from Black Scorpion Miniatures (<http://www.blackscorpionminiatures.com>) and cost £3 each or you buy them all for £16. The bundle takes these wonderful figures down to £2 each, which is a bargain in my mind. For this style of miniature that is excellent value.

Artistically they are going to be a joy to paint: plenty of crisp detail with very few flat surfaces, meaning there is plenty of said “crisp detail” to get your teeth into. I’m not quite sure what I am going to do with them, but the challenge of finding a wargame or roleplaying game for them to play in will be worth it.



**By Dave Robotham**





# FIRST LOOKS

*Roadblock Squad*



I love it when a product arrives in the post and immediately everyone grabs hold of it for a good look and then a heated debate ensues. That's what happened when a parcel of 32mm scale (heroic 28mm) US Marines arrived from Black Scorpion Miniatures.

The parcel contained a Special Deal which costs £35.00 and gets you 27 Marines, which is simply £1.29 per figure. So that's the maths out of the way, now what about the figures. This is a saving of £6 over buying individual packs of figures.

Well I'm eager to point out about now that I'm talking about these figures generically and I'm not judging them. Whether it is good or bad taste to wargame modern military actions while a war is still raging is not my concern with this review. I'm looking at these figures from a perspective of design and quality.

The castings were very clean, well defined and hardly any flash with minimal mould lines. They will take hardly any time to prep for painting. Anatomically the figures cry quality and although some of the poses look a little contrived I was generally very pleased with them.

The Special Deal gets you Marines in Night Vision Goggles, Special Weapons team, Marines Pack 2 and 3, Checkpoint Marines, Marine Captain and Marine Commander.

As US Marines go these figures are amongst the best that I have seen, and I'm a big fan of The Assault Groups. My first recce of the figures makes me think that I can mix them in with my TAG figures but as with mix and match this is down to the personal taste of the gamer.

One of the things that caught my eye straight away with these models is the weapons, or rather the quality of them. On some figures rifles are too thin so they snap off (I have some Delta Force models that rarely take the field these days because of broken rifles) or worse still, the gun is made 'chunky' and just looks awful. This isn't the case here.



**By Neil Fawcett**

*Special Weapons Squad*





### *Infinity's ultra-science fiction models*

Produced by Corvus Belli

Price: Various

#### **The Yu Jing Guijia**

I am a fan of “huge giant mecha” with “huge giant mecha guns” and “huge giant mecha swords” or for that matter any other types of “huge giant mecha weaponry”. Which as I said in Issue 3 is why I am quite excited about the new range of figures from Corvus Belli. So I jumped at the opportunity to purchase some whilst at the “*A Call to Arms*” show earlier in February.

The first figure I picked up was the Yu Jing Guijia for £18. I will admit now that I have not played any games with the Infinity rules so I could not tell you how the figure performs in combat but you can check that out for yourself on the Infinity Website - [www.corvusbelli.com](http://www.corvusbelli.com). What I can tell you is that from a painter's and modeler's perspective this figure is superb. Even when sitting in the box in its eight parts it still looks good.

When assembled this battlesuit stands roughly 65mm tall, not including the spines on its back. The arms are moulded as ball joints so even though they are single castings, with the weapons already attached, there is still a large variety of poses available. As I said above the figure comes in eight parts and three of those are the spines that run down the battlesuit's back. It is refreshing to have a figure as large as this one that is easy and quick to assemble whilst keeping a great amount of freedom in the pose.

The casting of the individual pieces is, as far as I have seen, some of the best around. That is a pretty bold claim right there but I tell you no lies I have seen no better casting. There is almost no flash to speak of and the mould lines are none existent. There are plenty of smooth surfaces that are a joy to paint and the rest of the detail is clean and crisp with no blemishes or miscasting on any parts.

Altogether this is a great model whether you use it for Infinity or your own nefarious needs it will look great

and paint up wonderfully. The only real problem I have with the Infinity models is that they are very expensive, bordering on, or sometimes in, the realms of GW pricing.

#### **Yu Jing Invincible and Yu Jing Tiger Soldiers**

So how do the lofty standards set by the Guijia carry through onto the 28mm infantry? Well rest assured the casting standards and details on the figures remain high.

Even the poses the figures, which are just generic “running with gun” poses, work really well and make for a great wargames figure.

In the Invincible blister pack you get one figure that comes armed with HMG and a sword of some description. In the Tiger Soldiers pack you get two figures one armed with a HMG and one with a “Combi-Rifle”. The Blisters come in at £5.50 for the Invincible and £8.00 for the two Tiger Soldiers again rather expensive but somehow I find I can forgive them. It helps that the game they are designed for is a skirmish game but then again, that isn't the strongest argument in the world.

These figures come in multiple parts none of which seem

overwhelming but there are a few issues with them. Gluing the sensor spines onto the Guijia is not really a problem as it is a rather large figure but the spines and fins on these smaller figures are an absolute pain to glue on and stop from falling off. The pieces are so small that only the most experienced modeller would be able to effectively pin them in place. But all hope is not lost as the models still look fantastic without the spines and fins.

So these 28mm figures are still wonderfully detailed and well cast but with a few fiddle pieces letting the overall package down slightly. I am looking forward to painting these up to go with the Guijia I already have finished.

**By Dave Robotham**







## A SIMPLE GUIDE TO GREAT LOOKING MODULAR TERRAIN

By Dave Robotham

*Like all wargamers we end up making lots of terrain. This usually ends up being for the magazine or for test games when we are trying out new rules, or for when we just feel like a game. We get a lot of emails from people talking about terrain and we figured we could see if Dave could link the two together.*

*The subject of our first article on modular terrain is the desert, or more accurately the updating/upgrading of TSS desert terrain tiles and boards using spray paint and basic flock...*

### IN THE BEGINNING

I started this project with some very basic TSS desert tiles in hand, which might well have been basic polystyrene for all the detail they had to them. But before I move on to how to make these TSS tiles look good I figured that as I have made numerous gaming tiles in the past I would detail some basic ideas behind starting from scratch.

Before you can add paint effects and flock you need to actually get hold of or make your tiles or board. Most builders' yards will have plenty of stock of normal white polystyrene or if you are lucky you might come across the special blue and pink styrene sheets, usually used for floor insulation I think.

The blue and pink materials are much stronger and less prone to denting or crumbling than standard polystyrene, but the latter is much to come by.

If you are starting from scratch you will

probably need polystyrene tiles at least 25mm thick (we prefer 50mm which we either buy in this thickness or stick two pieces together) and I think a good size for the tile is 2' x 2'. To cut your polystyrene to size all you really need is a good Stanley knife, tape measure and something to draw a straight line against.

Cut along the line you want for your board, making sure the cut is as deep as the Stanley knife will cut. You can then just snap the polystyrene and you will get a clean break where you have cut.

Using 50mm will give you enough depth to work into the tile. The easiest way to add undulating ground and other features is to gouge the polystyrene tiles out with a suitable tool like a knife or even a spoon...! All you really need to do is get your basic shapes formed into the board.

Next choose a good neutral coloured emulsion (grey or ivory) and cover the tiles in it. This will seal the polystyrene and start to help cover up the beaded effect carved styrene often has.

Throughout all my terrain making sessions (of which there have been many) I have settled on a very simple way to texture boards and tiles with flock or sand. For desert boards I suggest using quite fine sand, especially if you are going to follow some of the techniques used in this article.

You can use texture paint like Artex but I find often the grain used in the paint can give a very sharp finish and that just



makes me nervous when my lovely painted figures might scrape across it.

Start by getting good wood glue or PVA glue. It is important that you do not water it down or use glue that is too runny. You have to work quickly for this to work so don't dawdle...

Paint your glue onto the entire surface you will be adding sand to. Make sure the coat is not very thick and is still wet all over. Pour all your sand into a pile along one edge of the tile or board, then lift the board or tile up on one end and let all the sand pour down the glue covered board.

This is where you may encounter problems if your glue is too runny or too thick as it will roll down with the sand and ruin the smooth effect.

Use a cloth to collect all the sand or flock and you can re-use the excess on further tiles or boards. Let this dry over-night or the best part of a day. You may have to go back over undulating ground while the glue is still wet by pouring sand into the indentations and then lifting the board up to remove the excess.

When done properly this sanding technique produces a wonderfully smooth finish that is hard to match if you apply the sand in patches over time.

### **THE PAINTER PAINTS...**

The quickest way to get a great finish on terrain boards is with spray paints. With two or three colours you can create a wonderful mottled effect.

Remember when using spray paints to make sure you are working outside or in a very well ventilated area.

For the desert tiles I used a three tone effect. I used Earth Brown, Desert Yellow and Matt White.



These are the tiles I was tasked with painting up before I had done anything to them. They have one flat colour of flock on them.

Start by spraying a constant layer of Earth Brown into the lower areas of the undulating ground. Then dapple the entire board with Earth Brown. You want to avoid spraying the colour in one place for too long so you get a good varied tone across the whole board. At this point it will look strange but you still have two layers of paint to go.



The recesses in the tiles have been sprayed with Earth Brown. The TSS tiles we used had these already made in the surface, but it is very easy to gouge out your own ...



# BRUSH STROKES



Using Earth Brown to dapple the tiles does create a very stark contrast but don't loose heart as further colours will act as a glaze, blending it all together nicely.



Next use the Desert Yellow and dapple the board but do not worry about following the same patterns you laid down with the Earth Brown as you are looking to achieve a random effect. Also try to avoid laying down too much paint in one particular area as detailed above.

As you can see from the following 2 pictures the Desert Yellow spray paint has toned down the stark lines of Earth Brown and started bringing the overall effect together.

Finally dust the board with Matt White. Dusting is an even lighter application than dappling and you literally want only want a very wide pattern that will catch the edges of any features you have sculpted onto the board.

When used this way you can achieve the same results as a very light drybrush. The strength of a well aimed spray can is often something that is overlooked when modelling.

At this point, if you want to get playing, the board is finished. With the dappled colours the board will look more varied and more natural than a plain colour or cloth.





As you can see the use of white spray has just accentuated the undulating ground and added a more depth to the board and blended the colours.



### THE GRASS

I decided to add a couple of final touches to the boards I was making in the form of rough stony ground and patches of grass and bushes.



These techniques look good in various settings and scales...



I scrambled around for bags of flock and grass and discovered I had very little but a quick trip to my local model shop gave me a great variety of grasses and flocks in all shades of green and brown.

I then mixed a few of the flocks together to give three shades, a light green-brown, a mid green and a dark green. All the shades had different browns mixed in as well but the overall colours were still green.

I used a big plastic container to put each shade in as I was applying it to the board.



# BRUSH STROKES



A selection of flock and grass...

Water down some PVA glue by about 5 parts water to 1 part glue. This watered down glue will flow much more easily onto the sand or flock you have used on your table. Sometimes it may flow too much so watch out.

Paint a random patch of glue onto your board and then sprinkle your flock or grass mix onto the area covered by the glue. Make sure all the glue is covered by your mix.

Then simply lift the board up and tip the excess flock back into your container. Another method is to use enough flock that you can paint the patches of glue onto your entire board and then add the flock and instead of tipping the board to remove the flock use a vacuum cleaner but make sure it has been emptied.

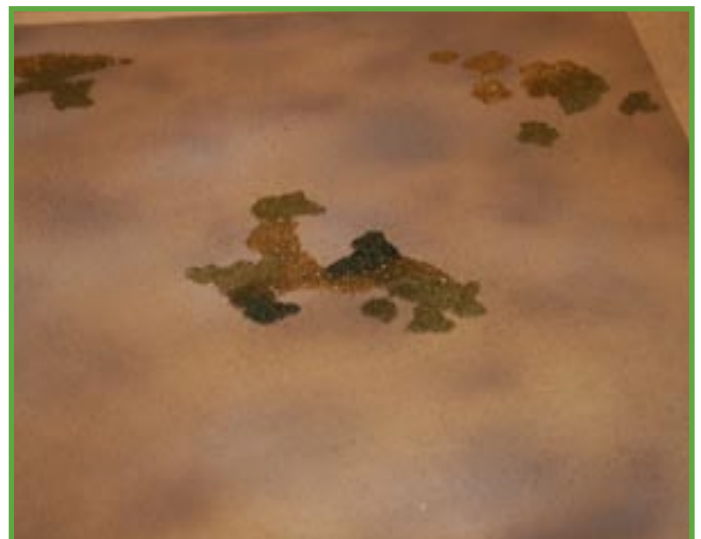
When you have finished you can just empty the cleaner into a suitable storage device.

First glue down the lightest shade of flock you want to use, you can lay down quite large patches of this flock as the contrast between your board and the flock will not be huge at this point.



Try to be as random as possible when applying your flock. It is harder than it looks to make it look *random*.

For the second and third layers of flock you want to create a gradient effect between colours. If you are using the watered down PVA this should be much easier as the glue will soak through the flock already glued down and provide that natural gradient.



Using the watered down PVA you can get your different coloured flocks to blend together.

For the Final touch I glued down small patches of rough gravel around the undulating ground and then drybrushed



them with bleached bone when they were dry.

Use neat PVA glue as the watered down mix will not give you enough grip to keep the gravel in place. Apply the PVA glue where you want the gravel to go and then pour the gravel onto the glue. Because gravel is heavier than flock it is unwise to try and tip the board to remove the excess gravel.

Wait overnight or the best part of the morning or afternoon for the PVA glue to set and then remove the excess. Finally drybrush the gravel with a light ivory coloured paint.

Don't be alarmed if stones come loose while you are drybrushing them it is best that the loose gravel is removed now so just carry on and remove any loose gravel when you have finished.

The finished table in all its painted glory suddenly feels much more "real".



You should be able to produce quite a large number of tiles or boards using these techniques. In fact you can use the same ideas but just change the type of terrain you are making. You can have some great looking tables to put your terrain on even if



you just use a cloth or mat you can use the same techniques with spray paint to make the battlefield that little bit more varied and pretty.

On the next page we have included some larger shots of the desert boards we created along with some grass boards that we created during the writing of the January issue of Wargames Journal. The green tiles were made for a 10mm game and they really do show what you can achieve with a modicum of effort.

They are much more "modular" than the desert tiles as they have all the scenery other than the houses modelled onto them. Artex was used on the roads and we used some 10mm dry stone walls as our hedge rows. We just covered them in standard green flock and then painted them with the rest of the table. The trees were just pressed into the tiles and held with a dab of PVA glue. These two tables are very different and demonstrate a happy medium for gaming: they look the part but didn't take forever to make!

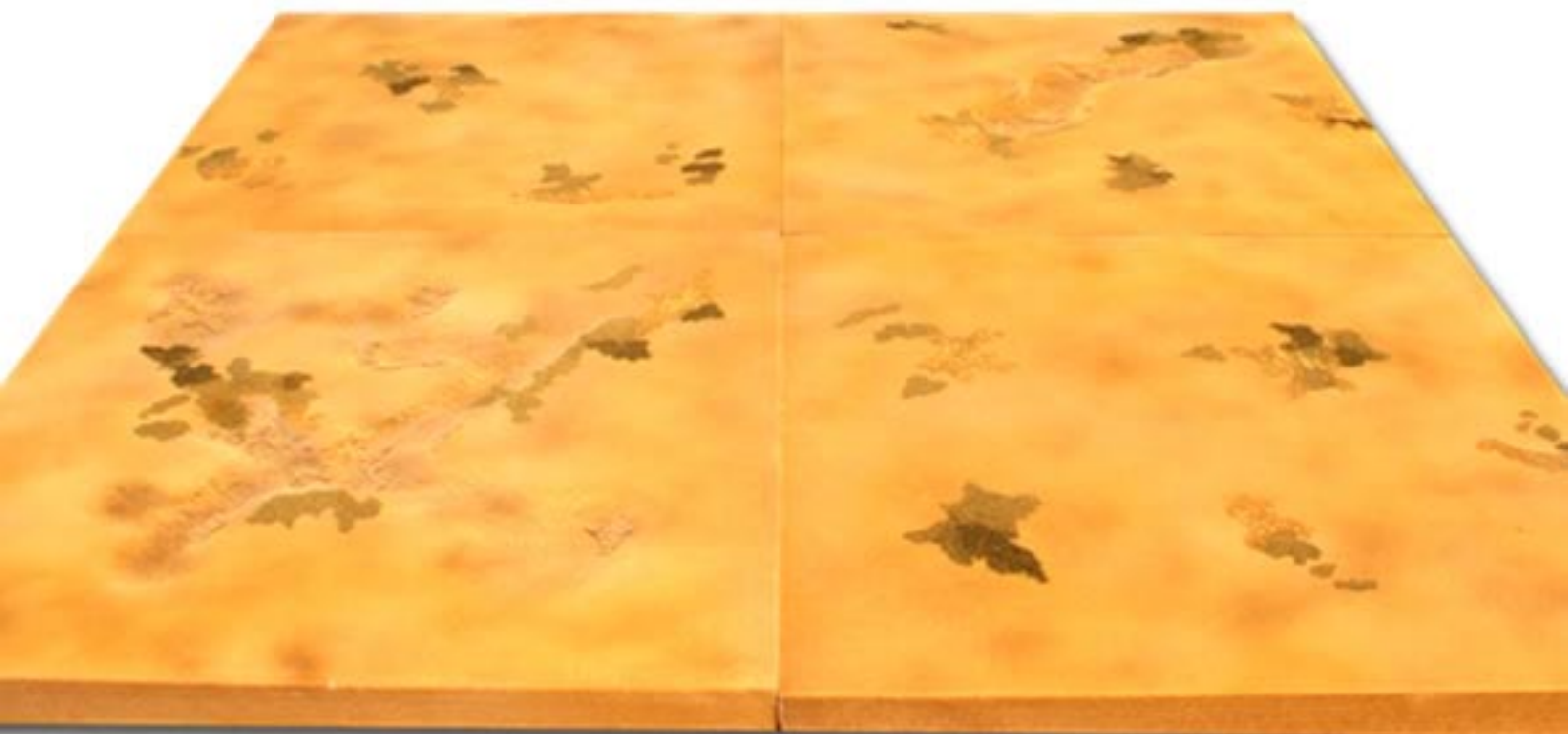
In the next part of this series we will look at starting from scratch to assemble a 6' x 4' gaming table. We will also provide a couple of scenarios that make use of the terrain we show you how to make.



# BRUSH STROKES



*A sleepy French village awaits the advancing British force - its German occupiers well hidden ...*



*The harsh desert of North Africa - ready for Rommel's Afrika Korps or Alexander's Companion Cavalry*



# FIRST RANK, FIRE!





# VERDUN

*Leading up to the anniversary of this monumental battle we were contacted by Laurent Pouchain, one of our French readers, who kindly sent us some wonderful images of a game that he and his wargaming friends are creating – their way of remembering this terrible military action. We'd like to thank Laurent and his friends and congratulate them on a wonderful game. You can find out more at <http://toutatisnews.blogspot.com/>*

During World War I Verdun was a fortified French garrison town on the River Meuse located some 200km east of Paris. Although it had a ring of defensive forts Verdun was, to most, low down on the list of military significance.

The December of 1915 was to see Verdun become the centre of attention for German forces as General Erich von Falkenhayn, Chief of Staff of the German Army, decided to attack the area in and around Verdun.

It was to become a horrific battle as, to allegedly quote Falkenhayn, the Germans would “bleed the French army white”. In fact, Verdun was to offer little tactical significance. But Falkenhayn convinced Kaiser Wilhelm II (on Christmas Day) that the war was not to be won in the east against the Russians, but on the Western Front.

**NOTE:** *This was not a tactical assessment that sat comfortably with those around the Kaiser. Paul von Hindenburg argued that the opportunity was lost to capture the bulk of the Russian army. He was right ...*

The German attack started on 21st February 1916. It is said that **ONE MILLION** German troops initially faced a mere 200,000 French defenders. Soon the French broke and retreated to their second line of trenches. By the 24th February the French had moved back to the third line and were only 8km from Verdun.

At this point General Henri-Philippe Petain was

appointed commander of the Verdun sector and he issued an order that no more withdrawals would take place. Soon French troops flooded in and by the end of it of the 330 infantry regiments of the French Army, 259 were to eventually fight at Verdun.

The battle ebbed and flowed and hostilities were costly to both sides – but the French seemed determined to hang on to their trenches and forts! The German advance was finally brought to a halt at the end of February. Then on the 6th March, the German Fifth Army launched a new attack at Verdun.

This renewed German assault managed to advance 3km before they were stopped in front of the area around Mort Homme Hill. The French held this strategic point until it was eventually wrestled from them by the Germans on 29th May, and Fort Vaux eventually fell on 7th June, after a long and protracted siege.

Attacks continued throughout the summer and early autumn. However, the scale of the German attacks was now reduced by the need to transfer troops to defend their front-line at the Somme. With the bit between their collective teeth the French now counter-attacked and it was here that General Charles Mangin became a national hero.

During this counter-attack the forts at Douaumont and Vaux were recaptured by 2nd November, 1916. Over the next six weeks the



French infantry fought hard and managed to claw back another 2km of ground at Verdun.

The German advance was brought to a halt at the end of February. On the 6th March, the German Fifth Army launched a new attack at Verdun. The Germans advanced 3km before they were stopped in front of the area around Mort Homme Hill.

The French held this strategic point until it was finally secured by the Germans on 29th May, and Fort Vaux fell on 7th June, after a long siege.

Further attacks continued throughout the summer and early autumn. It seemed like it would never end. Verdun was to become the longest battle of the WWI and it eventually ended on the 18th December.

The French Army lost about 550,000 men at

Verdun and it is estimated that the German Army suffered something like 434,000 casualties. About half of all casualties at Verdun were killed.

In hindsight Verdun held more of a psychological significance, than it did military. The French military has lost faith in forts, and had relegated Verdun to the status of a minor fortress at the start of the war.

Verdun was the last fortress town to fall to the Prussians in the Franco-Prussian war of 1870-71 and by the 1880s its fortifications had been significantly boosted to withstand further attacks. Also, it had a status that dated back to Roman times as an important fortress and therefore held great value with most Frenchmen.

Verdun was more symbolic than strategic. Perhaps this is what Falkenhayn had counted upon.







**Figures: Brigade Games**

**Scenery: Snapdragon**







BY STEVE RHODES

# CROCODILE TEARS

*Inspired after a conversation with a veteran **Tankie** this scenario is all about using Allied 'Hobart's Funnies' (notably the Churchill Flamethrower tank and Churchill Petard) to aid in the liberation of a French town. We have gone to several rule set creators to pick their brains about how their rules would work in such scenario and give us orders of battle for how they think the game should be played.*

## INTRODUCTION

What we have tried to do with this scenario is create a generic scenario that can be used with multiple WWII rules and at various levels of game play – Battalion and Company.

The basis for the article came about after a conversation with 'Eric', the caretaker of the local hall that WJ writers use when we want to play large games that go beyond the space we have available to us.

The game is based around the liberation of a French town and the subsequent capture of strategically important bridge. During 1945 Eric was a Tankie in a Sherman Firefly and his unit lost several tanks trying to capture a town that was being defended quite stalwartly by German forces using 88mm guns and other AT weaponry located in several key fortified positions.

Having spent 2 days trying to capture the town and losing 5 Cromwell tanks and a number of infantry the commanding officer called in the Armoured Vehicle Royal Engineers (AVRE) from the 79th Armoured Division with some heavy backup.

First up for use in this scenario is the Crocodile Petard – or what was also referred to as the Flying Dustbin. The Churchill III or IV was equipped with the Petard Mortar, or to give it its correct description a 290 mm Spigot

throwing a 40 pound (18 Kg) explosive charge attached to a 28 pound high explosive warhead.

Calling it a Flying Dustbin is a great name for this machine as it was about the right shape and was perfect at levelling fortifications. Like many machines of this type the Crocodile Petard was designed after the Canadian failures at Dieppe.

Then we have the Crocodile Flamethrower which was a very interesting beast. A Churchill tank was equipped with a flame-thrower fitted in place of the hull machine gun – it kept its 75mm main gun. An armoured trailer, towed behind the tank, carried some 400 Imperial gallons (1,800 litres) of fuel and the flamethrower had a range of over 120 yards (110 metres).

## THE SCENARIO AND MAP

As you can see from the map this is a game based around an advance into a town and subsequent ejection of the entrenched troops. If this was left to the infantry on their own with Sherman support it could turn nasty. So roll up the Petard and Flamethrower tanks to help with the clearing out exercise.

When we first play tested the scenario we used 20mm miniatures and terrain and a gaming table that was 6' x 4' and we simply used two foot TSS gaming tiles.

You

can change the game table quite easily to match your models, we have now played it using 10mm, 15mm and 28mm scale figures and terrain and board sizes ranging from 4' x 3' to 8' x 6'.







## DEPLOYMENT

The game starts with the British forces having stormed onto the bridge at the front of the town and it is their go next – forget any initiative rolls this scenario starts with the Brits advancing.

The Germans at the front of the town have had a bit of a bloody nose and those that were not destroyed by the artillery barrage that preceded the assault have their heads down and are steeling themselves for the next wave of action.

The German player should ideally choose the location of their troops but we have made recommendations for the sighting of the 88s and the main bunkers.

## MARKED LOCATIONS

There are several key areas marked on the map and these are:

- A = Château Rommilly**
- B = Church of the Virgin Mother**
- C = Town Fountain**
- 1, 2 and 3 = Concrete MG nests**

## ORDERS OF BATTLE

We have had Orbats created for Rapid Fire, Flames of War and Blitzkrieg Commander in a hope that the scenario appeals to either company or battalion level gamers.

Each set of Orbats come with a set of objectives that suit the rules and include any Special Rule recommendations.

The generic design of this scenario should make it possible to convert the game to work with any set of rules you play with. An example would be I Aint Been Shot Mum for company level gaming.

# PERCY HOBART AND HIS ALLIED FUNNIES

If you want to understand the Funnies you need to cast your mind back to the ill-fated Dieppe Raid. The disaster that was the beach landing, which saw so many brave souls lose their lives, led to some fairly radical thinking on the part of the British Allied Commanders.

What was needed was a series of modern siege engines to lead the assault on the beach defences of the French coast. With the Normandy Landings set for June of 1944 the ability to not get bogged down in the beaches, to rapidly sweep away any obstacles would be critical, especially if there was a counterattack by German armour. The British wanted to face this expected event inland and not on beaches full of mines!

The task was handed to Field Marshall Brooke who made the decision in 1943 to create new units to meet this challenge. At the heart of it was a man named Percy Hobart, an expert in armoured warfare, after whom the collection of odd tanks was to be named.

It wasn't going to be a complete from-scratch exercise for Hobart and his engineers, but he was to create the most elaborate collection of engineering tanks that had ever been seen. For example, Scorpion flail tank (a modified Matilda tank) had already been used in North Africa to clear paths through German minefields and the Soviet T-34 tanks had been modified with mine-rollers.

It was in early 1944 that Hobart demonstrated to Eisenhower and Montgomery a brigade each of DD tanks (swimming Shermans), Crab mine clearers, and AVRE (Engineer) tanks along with a regiment of Crocodile flamethrowing tanks. Montgomery was convinced of the positive effect these vehicles would have on combat, but Eisenhower only liked the amphibious tanks.



# Hobart's Rank and File

*The majority of the designs were modified forms of the Churchill tank which had good performance over difficult ground or the Sherman tank which was available in large numbers.*

## THE CROCODILE

A Churchill tank with a flame-thrower fitted in place of the hull machine gun. An armoured trailer, towed behind the tank, carried 400 Imperial gallons (1,800 litres) of fuel. The flamethrower had a range of over 120 yards (110 metres).

## CHURCHILL AVRE

A Churchill tank adapted to attack German defences. The crew included two Royal Engineers who could easily leave and enter the tank through its side hatches. The AVRE had the main gun replaced by a Petard Spigot Mortar.

## BOBBIN

This interesting vehicle was designed to lay down a reel of 10 foot wide canvas cloth reinforced with steel poles carried in front of the tank so that it and following vehicles would not sink into the soft ground of the beaches during the amphibious landing.

## CRAB

A modified Sherman tank equipped with a mine flail, which was basically a rotating cylinder of weighted chains that exploded land mines in the path of the tank. Very effective for beach assaults.

## FASCINE

Another terrain altering vehicle that carried a bundle of wooden poles lashed together with wires in front of the tank that could be released to fill a ditch or form a step. There was also a Small Box Girder version that was used as an assault bridge that was carried before the tank and could be dropped to span a 30 foot gap in a mere 30 seconds.

## BULLSHORN PLOUGH

This is a new one to us and we don't have a model of this beast. It used a mine plough intended to excavate the ground in front of the tank, to expose and make harmless any land mines.

## DOUBLE ONION

A great name for an unusual vehicle. Two large demolition charges were mounted on a metal frame that could be placed against a concrete wall and then detonated from a safe distance. It was the successor to the single charge device called the Carrot.

## ARK

This is another one that we don't have a model of, but one that we rather fancy making a conversion of. The Armoured Ramp Carrier was a Churchill tank without a turret that had extendable ramps at each end so that other vehicles could

drive up the ramps and over the vehicle to scale obstacles.

## DD TANK

The one that Eisenhower liked, even though it had a somewhat hit and miss history. This was an amphibious Sherman tank able to swim ashore after being launched from a landing craft several miles from the beach. It was intended to give support to the first waves of infantry that attacked the beaches. The main issue appeared to be sinking in rough waters. What a fabulous idea and a rather simple concept in its design. You can see one at Bovington Tank Museum in Dorset.

## BARV

Stands for Beach Armoured Recovery Vehicle. This was a Sherman M4A2 tank which had been waterproofed and had the turret replaced by a tall armoured superstructure. Able to operate in 9 foot (2.7 metres) of deep water, the BARV was intended to remove vehicles that had become broken-down or swamped in the surf and were blocking access to the beaches.

It was also used to re-float small landing craft that had become stuck on the beach. If you want to be pedantic about this machine it was not strictly speaking one of the 'Funnies' as they were developed and operated by the Royal Electrical and Mechanical Engineers, not the 79th Armoured Division.

## LVT "BUFFALO"

This was the British version of the American LVT4: an armoured amphibious landing vehicle that saw service in such things as the Crossing of the Rhine.

## ARMOURED BULLDOZER

A conventional Caterpillar D8 bulldozer fitted with armour to protect the driver and the engine. Its job was to clear the invasion beaches of obstacles and to make roads accessible by clearing rubble and filling in bomb craters. Rather a useful little beast.

## CENTAUR BULLDOZER

Again a model that we don't seem to have in our collection at WJ, but one we want to source. A Cromwell tank with the turret removed and fitted with a simple, winch operated, bulldozer blade.

The idea behind this one was to create a vehicle that was fast enough to keep up with the main tank formations and still be able to clear the mess up! Not used on D-Day these vehicles were issued to the 79th Armoured Division in Belgium during the latter part of 1944.



BRITISH ENTER HERE





# ORBATS OF BATTLE FOR RAPID FIRE

## Attackers – British Infantry Brigade with Armoured Support

### *Brigade HQ*

Infantry Brigade – 3 x Battalions  
MG Company  
Churchill Flamethrower Squadron  
Field Artillery Battery (25 Pdr)  
Attached Cromwell Squadron

### *Field Artillery Battery*

10 figures – 2 x 25 Pdr FG – 2 x Quad Carrier  
Observer – 1 x Jeep, 2 figures

### *Churchill Flamethrower Squadron*

3 x Churchill Crocodile

### *Cromwell Squadron*

3 x Cromwell Tanks

The composition of the units are as follows:

*Brigade HQ (Optional on table as a complete unit. Elements can be used, such as the bridgelayer for the river crossing element of the scenario)*

1 x Radio Jeep

1 x Dorchester ACV

1 x Cromwell Tank

1 x Crusader AA tank

1 x Humber SC

1 x Bridgelayer

1 x Sherman ARV

2 x Supply Trucks

### *British Lorried Infantry Battalion*

HQ – CO+7 figures (PIAT, 2" Mortar), 1 x 15 cwt Truck

Rifle Company 1 – 8 figures, 2 x Bren Carriers

Rifle Company 2 – 8 figures, 2 x Bren Carriers

Rifle Company 3 – 8 figures, 2 x Bren Carriers

Rifle Company 4 – 8 figures, 2 x Bren Carriers

Support Company – 6 pdr AT, 3" Mortar, 2 x Bren Carrier

### *Machinegun Company*

CO+12 figures – PIAT, 4.2" Mortar, 2 x Vickers MMG, 3 x 15 cwt Truck, 1 x Wasp

## Defenders – German Armoured Panzer Grenadier Battalion (SS)

### HQ

CO+3, Panzerschreck – 1 x Sdkfz 251/10 Hanomag

### Panzer Grenadier Rifle Company A

8 figures, Panzerfaust – 1 x 251/1 Hanomag

### Panzer Grenadier Rifle Company B

8 figures, Panzerfaust – 1 x 251/1 Hanomag

### Panzer Grenadier Rifle Company C

8 figures, Panzerfaust – 1 x 251/1 Hanomag

### *Machine Gun Company*

9 figures, 81mm Mortar, 2 x Tripod MG42 MMG – 2 x Sdkfz 251/1 Hanomag

### *Support Company*

1 x Marder III, 1 x Sdkfz 251/9 Hanomag

### *Towed Anti-Tank Company*

8 figures

2 x 88mm PAK – 2 x Sdkfz 7 HT

### *Medium Tank Company*

3 x Panzer IV





# ORBATS FOR BLITZKRIEG COMMANDER

## Attackers - British Infantry Brigade with Armoured Support – 2000 points

### ***Brigade HQ***

Infantry Brigade (3 Infantry Battalions)  
MG Company  
Churchill Flamethrower Squadron  
Cromwell Squadron  
Field Artillery Battery (25 pdrs)  
Spitfire Squadron

### ***Brigade HQ – 190 points***

1 x CO  
1 x Forward Artillery Observer  
1 x Forward Aircraft Controller

### ***Infantry Brigade, 1st Battalion – 285 points***

1 x HQ  
12 x Infantry Units (4 Companies)

### ***Infantry Brigade, 2nd Battalion – 285 points***

1 x HQ  
12 x Infantry Units (4 Companies)

### ***Infantry Brigade, 3rd Battalion – 285 points***

1 x HQ  
12 x Infantry Units (4 Companies)

### ***MG Company – 75 points***

3 x Support Units (MG)

### ***Churchill Flamethrower Squadron – 345 points***

2 x Flamethrower Units (Crocodile)  
1 x Engineer Unit (Churchill AVRE)

### ***Cromwell Squadron – 330 points***

3 x Cruiser Tank Units (Cromwells)

### ***Field Artillery Battery – 85***

1 x Artillery Unit (25 pdr)

### ***Spitfire Squadron – 120***

2 x Ground Attack Units (Spitfires)

## Defenders - German SS Panzer Grenadier Battalion (depleted) – 1245 Points

*Some of the units in this order of battle have been given several special rules to represent the fanatical nature of many SS divisions. The special rules used are Tough, Aggressive, Defiant & Stubborn. They can be found in the BKC rulebook. The CO has also been upgraded to command value 10 at double the points.*

### ***Battalion HQ***

3 Panzer Grenadier companies  
MG company  
Anti Tank Platoon  
Panzer Company

### ***Battalion HQ – 240 points***

1 x CO (CV 10)  
2 x HQ

### ***Panzer Grenadier Company (depleted) – 110 points***

2 x Infantry Units (Tough, Aggressive & Defiant)  
2 x Transport Units (Sdkfz 251)

### ***Panzer Grenadier Company – 165 points***

3 x Infantry Units (Tough, Aggressive & Defiant)  
3 x Transport Units (Sdkfz 251)

### ***Panzer Grenadier Company (depleted) – 110 points***

2 x Infantry Units (Tough, Aggressive & Defiant)  
2 x Transport Units (Sdkfz 251)

### ***MG Company – 165 points***

3 x Support Units (MG) (Defiant & Stubborn)  
3 x Transport Units (Sdkfz 251)

### ***Panzer Company – 365 points***

2 x Medium Panzer Units (Pz-IV long)  
1 x Medium Panzer Unit (Panther)

### ***Anti Tank Platoon – 90 points***

1 x Anti Tank Gun Unit (88mm)





# ORBATS OF BATTLE FOR FLAMES OF WAR

## **British Attackers – 1455 points**

1 x Infantry Company with Support

### **HEADQUARTERS PLATOON**

#### ***Company HQ – 45 points***

1 x Rifle Company HQ

1 x Company Command Rifle/MG Team

1 x Command Rifle/MG Team

1 x Universal Carrier

### **COMBAT PLATOONS**

#### ***Rifle Platoon – 150 points***

1 x HQ section

1 x Rifle/MG Command Team

1 x PIAT Team

1 x Light Mortar Team

3x Rifle Sections

6 x Rifle/MG Teams

#### ***Rifle Platoon – 150 points***

1 x HQ section

1 x Rifle/MG Command Team

1 x PIAT Team

1 x Light Mortar Team

3x Rifle Sections

6 x Rifle/MG Teams

#### ***Rifle Platoon – 150 points***

1 x HQ section

1 x Rifle/MG Command Team

1 x PIAT Team

1 x Light Mortar Team

3x Rifle Sections

6 x Rifle/MG Teams

### **WEAPONS PLATOON**

#### ***Machine Gun Platoon – 170 Points***

1 x GQ Section

1 x Rifle/MG Command Team

1 x MG Carrier

2 x MG Sections

4 x HMG Teams

4 x MG Carriers

#### ***Mortar Platoon – 235 Points***

1 x HQ Section

1x Rifle/MG Command Team

1 x Mortar Carrier

3 x Mortar Sections

3 x Observer Team

6 x 3" Mortar Teams

6 x Mortar Carriers

### **SUPPORT PLATOONS**

#### ***Infantry Tank Platoon – 555 Points***

1 x HQ Tank

1 x Churchill III Command Tank

3 x Infantry Tanks

3 x Churchill Crocodile Infantry Tanks





# ORBATS OF BATTLE FOR FLAMES OF WAR

## GERMAN DEFENDERS – 990 Points

1 x Panzergrenadier Company with support

### HEADQUARTERS PLATOON

#### *1 x HQ Section*

1 x Company Command SMG Team

1 x Command SMG Team

1 x Motorcycle and Sidecar

1 x SdKfz 251/1

### COMBAT PLATOONS

#### *Armoured Panzergrenadier Platoon – 285 points*

1 x HQ Section

1 x Rifle/MG Team

1 x SdKfz 251/1

1 x 3.7cm Anti-Tank Gun Team

3 x Panzergrenadier Squads

6 x Rifle/MG Teams

3 x SdKfz 251/1

#### *Armoured Panzergrenadier Platoon – 285 points*

1 x HQ Section

1 x Rifle/MG Team

1 x SdKfz 251/1

1 x 3.7cm Anti-Tank Gun Team

3 x Panzergrenadier Squads

6 x Rifle/MG Teams

3 x SdKfz 251/1

## WEAPON PLATOONS

### *Armoured Heavy Platoon – 230 points*

1 x HQ Section

1 x Command SMG Team

1 x SdKfz 251/1

1 x Machine Gun Section

2 x HMG Teams

2 x SdKfz 251/1

1 x Mortar Section

1 x Observer Team

1 x Kubelwagen

2 x SdKfz 251/2 (8cm Mortar)

### SUPPORT PLATOONS

#### *Heavy Anti-aircraft Gun Platoon – 130 points*

1 x HQ Section

1 x Command SMG Team

1 x Kfz 15

1 x Anti-aircraft Gun

1 x 8.8cm FlaK36 gun

1 x SdKfz 7

### Scenario Specifics – BKC

If you are using BKC then the simplest way to play this scenario is by using the Deliberate Attack scenario detailed in the book. We suggest changing the scenario slightly so that if by the end of turn 12 the British forces are occupying the Fountain or the Chateau they achieve a minor victory and if they have captured one of the above objectives and the Church they achieve a major victory.

### Scenario Specifics – Flames of War

For Flames of War we suggest using the Prepared Positions and Ambush scenario special rules. The British will win if they start any turn in control of the Church and either the Chateau or Fountain. The Germans will win if they start turn 6 in control of all three objectives or if they start turn 8 still in control of just the Church. The British take the first turn in the game.

### Scenario Specifics – Rapid Fire

The game is set to last for 14 turns. If at the end of the game the British forces are occupying the Fountain and/or the Chateau or Church then they win the game. Should just the Chateau or Church be held then it is a minor victory. The Germans will win if none of the objectives are held by British troops. In order for an objective to be deemed controlled by the British so German units can be within 12 inches.





# THE COURT JESTER'S STUDIO

## Miniature Painting Service

*"This new article is intended to give painters an opportunity to show of their wares to WJ readers. First up is Dave Robotham, a painter who has been making a big impact around the office of Rebel Publishing. With a flare for science fiction and fantasy painting – this is how we first encountered him – Dave has shown a true calling for painting historical miniatures. When he announced his intent to hire his brush out we were very excited about buying even more of his time. I'd best describe his work as clean and crisp with a flare for the dramatic at a sensible price."*

**Neil Fawcett, Managing Editor**











# WHERE THE EAGLE

BY TOM HINSHELWOOD

*"It was a thing of beauty made from bronze and polished until it shone as bright as the new sun itself. To carry it was a mark of the highest honour that only the purest few might ever hope to attain. But to hold it above the heads of lesser men was as much a burden as a reward; for to lose it was a failure so horrendous that it was better to die than to let the enemy take it.*

*The aquila, the eagle, the very embodiment of the legions pride and might. Three had been marched into the forest, but now only one remained. What fate befell the others little is known, except they were surely wrenched away by the bloody hands of death. Of the one that remained, its aquilifer, held onto it as he ran.*

*Through the thick bracken, between the tall trees, he and what remained of the 1st Cohort sprinted for all their worth. Through heart and skill and savagery they had fought through the ambush and broken away from the carnage. To stay and fight was fruitless and though each man was brave, his courage faltered under the face of certain death.*

*Eighty souls of Rome they were, her finest sons strong and stern, and they had thought themselves immortal. Varus had led them into the heart of Hell where the barbaric Germans had been waiting. None understood how it could have happened but the might of Rome's legions had faltered and now only a handful remained.*

*Before conquest had been their aim, now survival was their only goal..."*

## THE LOST CENTURY CAMPAIGN

Last month we introduced our new Ancients campaign and each month we will bring you the next part of the campaign which focuses on one of the worst defeats in Rome's history. In AD 9 three Roman legions were wiped out by Germanic tribesmen in the Teutoberg Forest. Of the estimated 24,000 Romans that marched into Germany, roughly 1,000 made it out with their lives.

Each part of the campaign will help decide the fate of an ever dwindling century of legionnaires from the





# DIES

1st Cohort of the 17th Legion. The idea of the campaign is to lead the Lost Century back across the Rhine, if you are the Roman player, or to stop them, if you are the German player.

The successes or failures in each scenario will have consequences in both the subsequent battle played and in the campaign as a whole. A bad loss in one scenario means that when you play the next game you could be in for a rough time. But don't panic if you plan to be the Romans, or smile smugly too soon if you plan to be the Germans, because the Germans will be just as affected by loss or victory as the Romans.

If you don't like the idea of the campaign for whatever reasons you will be able to play the scenarios independently from one another. Last month we said that throughout the campaign we will be using several different sets of rules to play the scenarios, but after careful consideration we decided that sticking to one set of rules would make playing the campaign much easier.

Therefore we have decided that those rules will be Wargames Journal's own Age of Blood, primarily because the game includes an experience and injury system and works great for skirmish battles.

For more information about the Battle of Teutoburg Forest refer to the January issue of Wargames Journal.

## AGE OF BLOOD IN ANCIENT TIMES

Though Age of Blood was designed for Dark Age Vikings the mechanics are simple enough to allow them to be used with pretty much anything skirmish related. What follows though, are a list of special rules and modifications to tailor AoB to the period in question.

## ARMS AND ARMOUR

The weapons and armour of the Germanic tribesmen of the time is adequately represented by those found in the Age of Blood rulebook. However, some of the equipment of the legionnaire requires some

adjustments.

**Segmented Armour:** The Roman legionnaires of the time used the famous lorica segmentata, which was the well known segmented armour. The armour consisted of iron strips arranged horizontally across the body, overlapping downwards with additional strips to protect the shoulders. This type of armour was more effective than the lorica hamata that it replaced. In AoB it gives the wearer +3 Fortitude.

**Chain Tunic:** The lorica hamata was chainmail armour that was worn by legionnaires of the Republic and early Empire before the lorica segmentata replaced it. During this period it is worn by Roman auxiliary troops. In AoB gives the same +2 Fortitude bonus as a Chain Hauberk, but without the -1 Agility penalty.

**Gladius:** The main weapon of the Roman empire, gladius is the Latin name for sword, but is synonymous with the short stabbing weapon of the legionnaire. Though not as long as many swords (approximately 2' in length), the gladius was highly effective at thrusting and so retains the +2 Strength bonus of normal swords, but like a sax it only has a 1" reach and cannot be used in two hands.

**Pilum:** This was the throwing spear of the legionnaire. Generally about two metres in length, and though generally much lighter, they could weigh as much as four kilos, the pilum was an armour penetrating javelin of devastating proportions. The iron tip or shank of the pilum was about 60cm in length and was designed to bend on impact, stopping the weapon being thrown back and also making them difficult to remove from shields.

Pilum have the same range as spears and provide +2 Strength when thrown but they cannot be used in combat. In addition, a model hit by a pilum must spend an action removing it from his armour or shield



or enemies will gain +1 Prowess against him. Models may spend an action to remove the pilum.

**Scutum:** The shield of the Roman army was a large rectangular shield made of bentwood in a curved shape, and offered better protection than the shields of most of Rome's enemies. In AoB scutum give +2 Fortitude to models as with normal shields, but provide +3 Fortitude against missile weapons.

### FATE CARDS

The Fate Card system in Age of Blood is meant to

represent two things, firstly the randomness and unpredictability of battle, and secondly the importance of fate and divine intervention in Viking beliefs. As this scenario is a purely historical one, the magical nature of certain Fate Cards has no place within it.

Therefore, remove all the cards that relate to Gods and magic. As this will only leave you without about half a deck, use the following table to determine how many cards are dealt, instead of the table found on page 10 of the Age of Blood rulebook.





## D10 Roll      Fate Cards

1-5	0
6-8	1
9-10	2

### THE SCENARIO

In 'Where the Eagle Dies', the Lost Century has escaped the ambush at Kalkriese hill and is now running for their lives through the forest, desperate

to make it back to the safety of the frontier. However, the Germans have no intentions of letting the Romans escape and as the Lost Century carries the eagle standard of the 17th Legion, the Germans are even more keen to see them all dead.

### THE MAP

The scenario takes place within the Teutoberg forest, which was, and still is to an extent, a sprawling, almost impenetrable forest of evergreens. As such





the scenario requires as many trees as you can lay your hands on. The map we've provided is littered with trees, but this is for aesthetic purposes so don't think you can only play the game if you have boxes of scenery.

You don't need to cover your board with trees. You just need enough to represent that the entire board is forested. Even if you could lay your hands on a hundred trees it would make gaming the scenario extremely difficult. The important areas to place your trees are the dense forest areas where going is tougher for both Romans and Germans. For the purposes of movement and line of sight it is assumed that the whole board is covered with trees, even if it is not.

### THE FOREST

As has just been mentioned it is assumed that the whole board is forested, even if there are only a few trees on the table. Therefore the whole table counts as Uneven Terrain, meaning that all models move through it at  $\frac{3}{4}$  pace. The areas on the map that are dense forest are rough terrain, so that warriors move at  $\frac{1}{2}$  pace through it.

With line of sight, because of the sheer amount of trees (real or imagined) on the board, all models must be able to see 50% or more of a model in order to have a line of sight, instead of the normal 25% requirement. When it comes to making ranged attacks, all ranges are halved because of the trees.

### THE RIVER

This is narrow and not very deep, but fast flowing and warriors passing over it can choose at what speed they try and negotiate it, but the quicker they move, the more chance they have of falling over. Refer to the below table for the requisite difficulty number required for an Agility test. A model that is using the run special action receives a +1 difficulty penalty.

Speed	Difficulty
$\frac{1}{4}$	4
$\frac{1}{2}$	6
$\frac{3}{4}$	8
full	10

If a model fails the difficulty roll they fall over in the middle of the river and take a Strength 1 hit against their base Fortitude (without armour). This represents being potentially smashed against the rocks by the current. In addition they are swept downriver by the

current for a total of D10 inches. A model that falls over misses its next action this turn.

When a model is within the river itself, either from negotiating it or from falling over, he does not come under the special rules affecting models in the forest. This means the standard rules for line of sight and ranged weapons apply to him.

### SCALING THE GAME

The Age of Blood rules are designed for skirmishes and can handle a full eighty strength century, but chances are you won't have eighty individually based legionnaires at your disposal. If you have, great for you, you can play the game at 1:1, (but you'll need a truckload of Germans) but as this is beyond the collections of most people the orbat we've provided are for 1:4. Therefore your Lost Century will contain twenty figures.

If you can put more on the table then scale up the numbers appropriately, but when it comes to the heroes don't increase the quantity of them, instead increase the level. If you're playing 1:2 then add +1 level to each hero (increase the statistics as per the normal rules), and if you're playing 1:1 then add +2 levels to each hero.

### THE ROMANS

The Lost Century, though primarily made up of the elite legionnaires of the 1st Cohort of the 17th Legion, does contain soldiers from other cohorts, auxiliaries and officers who have teamed up with them in their bid for escape. Below is a list of the various types of warrior and hero that are included within the Lost Century.

#### Centurio Primus Pilus (hero x1)

In Latin primus pilus means first javelin, and the centurion bearing this distinction was commander of the 1st Century of the 1st Cohort. He was the centurion with the greatest skills and most widespread experience.

#### Tribune (hero x1)

The general of a legion, the legatus, was aided by around eight staff officers with whom he would act as his advisors and assistants. These tribunes were more often than not politically appointed, and therefore not always the most militarily experienced of men.

#### Aquilifer (hero x1)

This is the legionnaire whose duty it is to carry the



legion's eagle. It is therefore a role with which only the most emotionally and physically capable and trustworthy of men are honoured with.

#### 1st Cohort Legionnaires (warrior x10)

These are the elites within the Roman army, the best swords in the legion. Typically these legionnaires will have fought in numerous battles and skirmishes and won their positions through a mix of skill and hard won experience.

#### Legionnaires (warrior x5)

The Roman legionnaire is arguably the best trained, best equipped and most skilful warrior in the known world. The first true professional soldier and still one of the most successful.

#### Auxiliaries (warrior x5)

These are troops from the provinces of the empire, men who are not true Romans. Though not as well equipped as the legionnaires nor as skilful, they are still a match for barbarian fighters.

### ROMAN OBJECTIVES

The Lost Century begins anywhere within the red square shown on the map and the objective is to escape the forest and the best way of doing that is to head south. Therefore the simplest (though not necessarily easiest) way of doing this is to leave the board from the southern edge. However, the Romans will either have to go around the river or cross it first. Going around it will take longer and allow the Germans to close in, whereas going over it will leave the Romans exposed.

Alternatively if the Lost Century can drive off the attackers they will be able to escape with relative ease, though whether they will be able to hold off the relentless German assault remains to be seen. And remember, the more men you lose fighting them means the less you will have for future games. A combination of running and fighting will probably work best but with so many Germans hunting for blood, neither will be easy.

### THE GERMANS

The tribes allied under the leadership of Arminius create a lethal enemy – numerous and dedicated to the destruction of the Romans. The Germans are weaker man to man than the Romans, but they possess far superior numbers. Below is a list of the various types of warriors and heroes included in your force.

#### Chieftain (hero x1)

A tribal elder and nobleman who has brought his warband to the banner of Arminius to drive the forces of Rome from his lands. He is both a capable warrior and an effective leader.

#### Tribal Champion (hero x2)

The best swordsman of his tribe who delights in the thrill of combat and is ever keen to wet his blade in the blood of legionnaires.

#### Noble Warriors (warriors x10)

Only a few warriors are wealthy enough to afford to go to battle armed with swords, and those that do are the tribe's most experienced and motivated fighters.

#### Warriors (warriors x20)

These make up the bulk of a tribes fighting men. Though brave they are poorly armed and armoured and are no match for the soldiers of Rome. A maximum of 10 may be armed with bows.

#### Younger (warriors x10)

A tribes adolescents fight alongside the men and even if they are more foolhardy than skilful, their courage alone makes them dangerous.

### GERMAN OBJECTIVES

The ultimate goal of the Germans is to kill every single Legionnaire on the table, and though this is extremely unlikely, the more that can be killed the better. Each Legionnaire killed here is one less to fight in the subsequent scenarios.

Even with the advantage of numbers it will be a hard fight for the Germans. The Romans are highly proficient and will outmatch the Germans in a straight fight. If the Romans chose to run then pick them off at the flanks when you can, and if they stand and fight keep at range for as long as you can before making your attack.

### GERMAN DEPLOYMENT

The German forces are deployed throughout the map randomly. Split your forces into groups of 5 warriors, resulting in eight groups in total. These can be made up of any combination of troop type. Attach your three heroes to separate groups.

Once the Romans have been deployed roll two D10's for each group and consult the below table to determine in which square they start. You may deploy them anywhere in that square.



# Roman Heroes

## Centurio Primus Pilus

Agl	Bra	Def	For	Pro	Str	Val
3	6	3	4/10	5	4/6	3

Equipment: Gladius, pilum, helmet, segmented armour and scutum

Traits: Charismatic, Expert Fighter and Resilient

## Tribune

Agl	Bra	Def	For	Pro	Str	Val
2	4	2	3/9	4	3/5	1

Equipment: Gladius, helmet, segmented armour and scutum

Traits: Healer

## Aquilifer

Agl	Bra	Def	For	Pro	Str	Val
3	5	3	4/8	5	4/6	2

Equipment: Gladius, helmet, segmented armour and eagle

Traits: Lucky and Standard Bearer (counts as skald)

# Roman Warriors

## 1st Cohort Legionnaires

Agl	Bra	Def	For	Pro	Str	Val
3	4	3	3/9	4	4/6	0

Equipment: Gladius, pilum, helmet, segmented armour and scutum

## Legionnaires

Agl	Bra	Def	For	Pro	Str	Val
2	4	3	3/9	4	3/5	0

Equipment: Gladius, pilum, helmet, segmented armour and scutum

## Auxiliaries

Agl	Bra	Def	For	Pro	Str	Val
2	3	3	3/7	3	3/4	0

Equipment: Spear, helmet, chain tunic and scutum or bow, dagger and chain tunic



# German Heroes

## Chieftain

Agl	Bra	Def	For	Pro	Str	Val
3	5	1	4/9	4	4/5	2

Equipment: Sword, chain hauberk and shield.

Traits: Frenzy and Opportunist

## Tribal Champion

Agl	Bra	Def	For	Pro	Str	Val
3	5	1	4/9	5	4/5	1

Equipment: Sword, chain hauberk and shield

Traits: Expert Fighter

# German Warriors

## Noble Warriors

Agl	Bra	Def	For	Pro	Str	Val
2	4	1	3/7	4	3/5	0

Equipment: Sword, chain hauberk and shield

## Warriors

Agl	Bra	Def	For	Pro	Str	Val
2	3	1	3/6	3	3/4	0

Equipment: Spear, leather jerkin and shield or bow and dagger

## Younger

Agl	Bra	Def	For	Pro	Str	Val
2	3	1	2/4	2	2/3	0

Equipment: Spear and shield







1st D10 Roll	Map Column
1	A
3-2	B
5-4	C
6-7	D
8-9	E
10	F

2nd D10 Roll	Map Row
1-3	1
4-5	2
6-7	3
8-10	4

If you roll either squares B2, B3, C2, or C3, which is inside the Roman deployment area, you can place the group anywhere on the board you choose, so long as it is no closer than 12" from any Roman model.

### WHERE THE EAGLE DIES

The Aquilifer carries the eagle standard of the legion and for both armies this is an important symbol worth fighting for. If the Aquilifer is killed, whichever model killed him, if he is in base contact, automatically collects the eagle. He can be deprived of it in the same way. If the Aquilifer is killed without being in base contact with an enemy, whichever model can move into base contact with his corpse collects the eagle.

### VICTORY CONDITIONS

If all the Romans are killed the Germans win and vice versa, however if neither of these conclusions takes place victory can be determined by who collects the most victory points.

#### *Roman Victory Points*

- +4 If the Centurio Primus Pilus escapes
- +3 If the Tribune escapes
- +6 If the Aquilifer escapes
- +1 For each Roman warrior that escapes

#### *German Victory Points*

- +4 If the Centurio Primus Pilus is killed
- +3 If the Tribune is killed
- +6 If the Aquilifer is killed
- +1 For each Roman warrior that is killed

### EXPERIENCE

The Roman and German heroes that survive receive experience which allows them to increase in levels, and therefore improve their fighting abilities, should they collect enough. As the campaign progresses, if the

heroes survive, they can continue their advancement through the levels. Page 49 of the Age of Blood rulebook shows the experience rewards for actions on the battlefield. In addition the following lists show how much experience a hero receives for achieving certain goals.

### *Experience Awards*

- +3 Carrying the eagle off the board (Roman only)
- +4 Killing the Aquilifer (German only)

### Injuries

In a typical Age of Blood campaign when a model dies in battle he is not necessarily dead. He could have just been severely wounded and unable to continue fighting. For Romans that have been killed in the battle, do not use the removed from play table on page 28 of the AoB rulebook and instead roll on the below table.

D10 Roll	Result
1-7	Dead
8-9	Injured
10	Recovered

Dead models are exactly that and have either died straight away or been killed by the Germans when they realised they were still breathing. Injured and Recovered models must both roll on the War Wounds table to determine the effects of their injuries. Models who gain the Injured result also receive an additional -1 penalty to all attributes.

### THE CAMPAIGN

The next part of the campaign will be affected by how this battle goes. If the Romans lose too many men in escaping then they will find things tough for them when they again do battle. Similarly if the Germans do not kill enough of their enemies they will find it harder and harder to do so as the Romans will receive reinforcements in the next battle.

If the Germans manage to take the eagle then they will receive a significant boost to their campaign's efforts, one which the Romans will find difficult to get over. But if they still have it in their hands when the campaign is over then they will stand a good chance of winning.

In the next issue of Wargames Journal the Lost Century campaign continues...









UNLEASH HELL!



# THE VIENNA BRIDGEHEAD

*The name of the game is quite simple: guess the book? We've basically taken a chapter from a book and turned it into a short historical article. All you have to do is tell us what book Neil Fawcett used to draw inspiration from for it and you could win yourself £50 to spend with any wargaming supplier you want to courtesy of us.*

## INTRODUCTION

By April 6th of 1945 things were not going well for the Germans. They were being hit left, right and centre by the Allied troops and the Soviets. The 'Bolshevik Horde' was closing in and had a blood lust about it. In Vienna the fighting was intense.

This beautiful city had become a battleground and the level of bravery displayed on both sides was incredible.

Such was the nature of the fighting that every room of every house was battled over, even cellars became

combat zones and this bitter fighting eventually led to all the major bridges across the Danube being blown up, bar one that is.

The Florisdorf Bridge was still standing and this is where our scenario takes place. Located in the 21st District of the city the area around it was battered and shelled into a 'masonry hell'.

I n s i d e      t h i s      h e l l  
w e r e      r o u g h l y      t w o  
o f      b a t t a l i o n s  
         S S      u n i t s ,      o r  
         r a t h e r      t h e

remnants of the units, which had tried to reform as best they could into a battalion level force.

Roughly 1.4 to 2 kilometres of city was being held by these troops on the southern side of the bridge and they had minimal armoured support left still in any fighting condition. Here we have an interesting stalemate situation:

- The Germans were desperate to hold the bridge for long enough to secure time for the troops on the Northern bank to setup a suitable resistance to stop advancing Soviet troops and armour.







In essence the German troops on the southern bank were sacrificing themselves to give more time for a defence to be formed to the north, a brave and calculated gamble.

- The Russians didn't want this bridge blown up – they needed to take it intact so they could surge across it and shatter the Germans beyond the Danube. So the Soviet forces on

the south had time to delay and plan an attack.

They were whittling the Germans down bit by bit. The Russian armour facing Das Reich was from the 5th Guards Corp and equipped with T-34/85s and Josef Stalin IIs.

As you can see this was an interesting situation for the Germans to find themselves in. Intense enemy fire made the bridge a death trap and re-supply from the northern bank to the soldiers on the southern side was almost impossible. They were

running out of

ammunition  
and the end was in sight.

## S U I C I D E MISSION

On the afternoon of April 12th the Regimental Commander of the Das Reich Panzer Regiment, SS Obersturmbannführer Enseling, was visiting the northern area and happened upon a tank crew fixing its vehicle. This was Panther tank number 227 which belonged to SS Obersturmführer Arnold Friesen, a 19 year old tank commander.

What was amazing was that Friesen was a veteran. Hard to believe for a 19 year old 'man' but he had the following under his belt:

- Fought at Kursk. He was 17 and an SS Officer Candidate leading a Tiger Platoon
- Fought in the Ardennes
- Fought in Normandy
- Fought in Hungary before being moved to the Vienna area
- As of April 12th he had 97 kills to his name

Friesen's crew were also well qualified, and in some cases young: Sgt Gert Ehegotz, the gunner was 23 years old, Cpl Fritz Sprieg, the loader, was 19, Sgt Guenter Rau, the radio operator, was 20 and the oldest member of the crew was Sgt

Alwin  
Sternauth,  
the driver,

who was 44 and like a father to his crew. He even had nicknames for them all.

Enseling called all the crews to him and despite the fact that the German Hummels, which were thundering down shells into enemy locations, made his voice hard to hear he basically asked for a volunteer crew to cross the bridge.

The troops were running out of ammo and the crew that volunteered would be taking an ammunition trailer with them crammed full of shells for the tanks on the other side of the Danube.

Silence loomed over the crews and this was eventually broken by 44 year old Sternauth who raised his hand, apparently nudged his commander and said "Baby, we're going!"

## NOT FOR A MILLION MARKS

That afternoon, following the meeting and volunteering of the crew for this suicide mission, was spent filling the trailer with 92 rounds of 75mm ammunition for the Panther's main gun, filling it full of MG ammo and filling the



trailer with 50 more rounds of main gun ammo.

Later that day they said their goodbyes and headed for the bridge. Around 17:00 hours they had parked near to the bridge and set off on a foot recce. Dug in on the northern side of the bridge was a battery of 88mm AA Flak guns (although we all know just how nice an AT weapon this gun made) and here Friesen chatted to the guns Luftwaffe commander, Lt Struwe.

He told Friesen of a large shell crater in the middle of the bridge and when told of Friesen's mission apparently remarked, "Not for a million marks would I drive across that bridge, only the Waffen SS could be so crazy!"

Here is becomes even more amusing. Friesen decided that to get across the bridge he would need to drive at full speed and under cover of darkness. The Panther tank has seven forward gears and to get to its top speed Friesen decided that it would take a 2 kilometre run up to hit the bridge at full speed.

A coordinated assault was planned with the Hummels hammering the Soviet positions and the troops on the

northern bank laying down fire. Sternauth and Friesen then walked the bridge, memorising it and the holes that had been made in it, the idea being to swerve at the right times to miss them. Amazing as it may seem Friesen's tank crossed the bridge with AT weaponry missing and small arms fire rattling off it.

## THE BATTLE FOR THE PLAZA

As Friesen and his Panther tank hit the other side of the bridge an artillery barrage hit and shells were landing awfully close. The troops on this side ushered them into the Plaza and into cover.

Friesen moved his tank next to the only other Panther on his side of the bridge and dropped off the trailer, urging the crew to take as much ammo as they needed. They'd been fighting for days and were almost exhausted of ammunition.

Having stocked up the other Panther, Friesen moved his tank into a ruined house for the night. His crew rested and Friesen went to talk to the other tank commander. Here he learnt that the Soviet troops had been kept at bay by experienced infantrymen with AT weapons (oh those lovely Panzerfausts) but that the situation was tricky and for the most still very confusing.

Just as the

conversation was about to come to an end a tank appeared and was identified as Soviet and all hell broke loose. Infantrymen screamed orders, Friesen headed back to his tank and the Panther commander traversed rear.

Somehow the Soviet tank managed to evade the Germans and flew past everyone, heading for its own lines. But the confusion was enough to allow a hunter killer team to move through the buildings. Just as the Germans thought they were safe the Panther tank that was guarding the road exploded, hit by a Soviet 'bazooka' fired from one of the buildings. The crew were killed and the tank totalled.

Retribution was swift as the infantry cleared the buildings looking for the Soviet infantry that had killed their comrades and all who stood in their way, civilians or military, were killed. It is here that Friesen took control and restored some order.

Friesen contacted RHQ and was informed that he had to now hold the bridgehead until the following night. It was at 04:00 hours that he chose to move his tank to the infantry command post and meet with the commander, Sturmbahnführer Schmidt.

Here Friesen learned that the only other operational tank was a Panzer IV, four other tanks had been knocked out that night and things were not looking good on the armour front. The infantry had most of the surrounding buildings now safely secured and rigged with explosives. The idea being that the bridgehead could collapse around itself as and when they elected to head across the river to the northern bank.





The biggest problem was blocking the roads that ran down the river's edge. It was decided that to the left and right of the bridge would be placed barricades, composed of steel railway lines that had been scavenged.

Behind each was a tank: to the west the Panzer IV and to the more dangerous east Friesen's Panther. In support of the Panther were two 75mm AT guns.

### BY DAWN'S EARLY LIGHT

The next morning was to bring a horde of Soviet armour closing in on Friesen and his new found battle group. The first T-34 arrived at 08:00 in the morning, trundling down the eastern road and sighted at around 900 yards. Friesen chose to let it get much closer and it was only when it made a sharp turn into the buildings that Gunner Ehegotz fired.

The T-34 was hit at the rear right and exploded into a shower of metal shards – this was the first of the 14 kills for the Panther that day. During the rest of the morning four more tanks attacked Friesen's position only to be blown to pieces.

Oddly at lunchtime that day a jeep with what looked like 'drunken' Soviet troops in it waving flags came into range and were despatched with MG fire from the tank.

During the morning Soviet infantry was moving through the ruined buildings and getting closer and closer to the Panther tank. Many rifle grenades hit the Panther but could not penetrate its thick frontal armour.



Friesen used MG fire to 'hose' the buildings and then fired main gun HE to collapse the houses – this ended the rifle grenade attacks!

Soviet aircraft, in the shape of IL-2 Sturmoviks, attacked numerous times that day by dropping bombs, but with no accuracy and other than keeping Friesen and his crew buttoned up the aircraft did little more than blow up some more buildings.

Early afternoon saw a change of pace to the battle and the commander of the German infantry, Obersturmführer Weber, arrived to tell Friesen that a heavy tank had been spotted sitting just outside of the German defensive perimeter.

It was soon identified as a Josef Stalin II (JS-II), which Friesen knew to be a nasty piece of machinery and one of the most powerful Soviet tanks to take to the battlefield during WWII. Friesen dismounted and together with the infantry commander he carried out a foot recce to the area until they found the JS-II.

Upon their return to the Panther

t a n k a plan was formed. The JS-II was located roughly 75m away from the river road and covered in infantrymen who were smoking and talking. Friesen now planned to hunt the Soviet tank down, hoping to kill it before it had chance to hit his Panther with a 122mm shell. The German infantry that would go with the tank would be armed with automatic weapons and handheld AT weaponry.

Friesen then went to his tank to brief his crew. He opened up his enemy recognition manual and worked out the best place to aim a shot. The JS-II, which Soviet troops had nicknamed the Pike because of its pointed nose, had armour that ranged from 22mm to 120mm and carried the formidable D-25 L/43 122mm gun which packed a punch such that even the Panther met its match against one of these beasts.

The only chance to kill it quickly was by using guile and surprise. Friesen had to hit it first and hope his gunner was accurate. The plan had been brewed and now it was time to hunt the prey.



The German infantry were to provide covering fire, not so much to damage the tank, but to mask the noise of the Panther tank as it manoeuvred into the optimum location to get a shot in.

The plan was to be a perfect one. A single shot from the Panther hit the JS-II in the turret ring, penetrated the thinner armour and exploded killing all inside and destroying the Soviet heavy tank.

It was a total 'kill' as the German infantry mopped up the Soviet infantry. It was 14:15 hours.

Moving back to its position behind the barricade the Panther was again assaulted by Soviet infantry and three more T-34s. These were soon destroyed.

As this was taking place a Soviet AT gun crew had moved into position, probably a 54mm gun, and it fired at the Panther, hitting the glacis plate just in front of the radio operator. But it did not penetrate the armour and was quickly demolished.

Time for a quick rest but at 17:00 hours another assault came in the shape of four more T-34s which raced down the river road and round the curve to fire at Friesen's Panther. Again Ehogotz hit them in the flank and three out of the four were destroyed.

It was at this point that the Panther's turret jammed and therefore a lull in the assaults was welcomed by the crew. As his men started to repair the problem Friesen and Rau stood guard outside an underground garage they had found, armed with Panzerfausts. While this was happening the German infantry started to move across the bridge in small groups, their job done.

Things were getting crowded around the Plaza and around 20:30 hours the Soviet armour moved in to take up a defensive pattern around the plaza. At this point Friesen and Rau realised a major tactical flaw in the Soviet plan: no infantry support. This made the tanks vulnerable to attack and so the two grabbed their Panzerfausts and went tank hunting.

Ordering the command post not to blow the bridge until his Panther had crossed safely Friesen moved out quietly into the Plaza to engage the tanks. Just as they were about to fire the Soviet vehicles fired up their engines and started to head off, the first two were ignored and then they opened fire on two tanks, killing them and marking their 13th and 14th kills of the day.

The two then headed back to the Panther, which was now repaired and moved out. At 22:30 hours the Panzer IV moved across the bridge to safety and by 23:00 hours the last of the infantry followed. Then at 23:15 hours the Panther tank of SS Obersturmführer Arnold Friesen crossed safely.

## IN SUMMARY

This is one of those inspirational stories. I'm sure that Friesen's actions were 'accommodated' by the poor tankmanship of Soviet troops but you have to admire his actions under fire. Admittedly he was Waffen SS, and therefore his actions may well be perceived by some to be unworthy of praise, but putting that to one side the Vienna Bridgehead was an excellent example of courage under fire.

For his part in the action Friesen was told by Enseling that he had done enough to earn the Knight's Cross, but it was not to be. Hitler, who personally confirmed the recommendations for all such awards of gallantry, was shortly to die in his bunker in Berlin.

Also, while Friesen was busy being all heroic another German tank Ace was in Vienna, Ernst Barkmann, who was recovering after his Panther tank was hit during an incident of 'friendly fire' with a Panzerfaust.

**NOTE:** There are several, shall we say issues, with the report in the book chapter that this article is taken from. For starters, the book talks about Josef Stalin III tanks being deployed in Vienna. This wasn't the case - they were JS-II tanks from the 5th Guards Tank Corps.

From 'Red Army Handbook 1939-1945' by S. Zaloga and L. Ness:

*"The JS-III entered production in May 1945, too late to see action, though small numbers served with the Red Army in Manchuria against Japan."*

No matter what the real outcome (and trust us we're looking into this one) the story is a great one and well worthy of gaming. We hope you enjoy it and we hope you manage to spot the book and enter our little competition.

In the next Issue of Wargames Journal we will provide a scenario based around this story. So watch out for some seriously amusing Panther action!





CIT an

Nightbringer





# The Wargames Journal

## Interview

*Wargames Journal encountered Ian Marsh sometime ago when a wargaming acquaintance of Neil Fawcett had some superb 15mm AB British figures painted by a chap calling himself Fighting 15s. In recent times Ian has moved him away from his painting and into ventures new as he now represents several figure manufacturers, To kick start this interview we asked Ian to provide some background on himself and his passion for wargaming:*

### FIGHTING 15S

My main aim is to stock figures that other people don't stock, or which are not widely available (my USP, so to speak). I also remember when I started how frustrating it was to wait three to four weeks for parcels of figures to arrive (from Minifigs if I name names, but that was way back in the mid 1970s), so I aim for same or next day dispatch for all items in stock.

Inevitably, that sometimes goes awry for items that are out of stock, as the four to five week delivery time from Oz can't economically be shortened. As you know, I've switched from painting service to stockist and distributor about two years ago because dodgy eyesight means I can't paint for long on the days that I can paint: I have some very patient customers, however, who are prepared to wait however long it takes. I can tell you how I found out about Eureka if you want. :-)

### ABOUT ME AND MY HOBBY

I began making Airfix kits, starting with a Lysander that my dad bought me when I was ill with mumps in the 1960s. After a move of house broke most of my planes, I picked up on Airfix Napoleonic plastic soldiers in the 70s. In 1972 one friend told me rules were available for playing them, started with

with and so I playing a set of rules by T J Halsall

that used all the old devices of canister patterns, bounce sticks and such. I haven't really looked back, though I have taken detours.

Just as Bruce Quarrie's rules and national factors were making life impossible with my late period Prussian army - I picked them by default as other friends had the other major nations - I was introduced to D&D. After an exciting period which involved producing DragonLords fanzine with founder editors Mike Lewis (Black Hat Miniatures) and Marc Gascoigne (now at Games Workshop's Black Library), and several years at Games Workshop on White Dwarf (leaving as editor in 1986, with issue 77's infamous valedictory contents-page message of Sod Off Bryan Ansell), I slipped into sub-editing on magazines and copy editing books.

I somehow managed to persuade Virgin Books to publish a Doctor Who role-playing game, Time Lord, in 1991, and still encounter groups who use the rules. A chance meeting with Mike Lewis in a pub in which I said I was thinking about getting back into Napoleonics - Mike already had, six months previously - ended up with me playing historicals again, this time choosing the 1806 Prussian army of my own free will. I delight in winning with it.

If you want to be dull, I fitted in a degree in Materials Technology (Metallurgy) between 1979 and 1983, producing an issue of DragonLords at the same time as doing my finals. The magazine seemed more important. In spite of wargaming for the best part of four years, I still ended up with what was a good wargamer's degree (a 2:2) compared





with my peers. An industrial year placement at IBM in Havant killed any idea that Materials Technology could be fun, but allowed me to discover Gales HSB. I have barely looked back...

## ABOUT RULES

I still largely play Napoleonics. Like every other gamer that comes back into the hobby, I spent some time sorting out what rules to use. Mike and I began using Bruce Quarrie's Napoleon's Campaigns in Miniature, picking up where we'd left off almost 20 years beforehand and eventually settled on Shako as a simple modern set of rules that moved along quickly.

After reading some comments, largely rude and not very favourable, about Piquet, I took a chance on the game after reading designer Bob Jones's notes on what he was trying to achieve. It was a worthwhile gamble, because Piquet: Les Grogards provided about five years of often exciting games. Piquet and Warmaster (the best set of rules that Rick Priestley has ever written) provided a source of ideas that eventually developed into Huzzah!, my own morale-based tactical Napoleonic rules.

Mike Lewis, of course, has created Martian Empires from the ideas in Huzzah! and he in turn has inspired ideas for Huzzah! Second Edition: a grand tactical

version of the game that is currently being play tested.

Oozlum Games, my rules publishing venture, derives its name from the Oozlum bird. It's meant to convey the idea of reducing complexity to nothing. I evidently like Carry On films.

**WJ:** People always make excuses that they can't paint because they were 'rubbish' at art in school. Have you always been 'artistic' or was it something you had to really work at?

Some of my friends say I can draw, but I wouldn't say that I was a great artist. As far as school art classes went, I had a sense of colour and of pattern.

I had plenty of opportunity to practise on Airfix figures when I started wargaming at the age of 12, so making mistakes wasn't expensive. It probably took about two years to get to the point where I could rattle off units with neat crossbelts and clearly defined areas of colour, which was pretty much the state of the art in my gaming circle in 1974. My dad actually painted my first Airfix figures, and evidently had some talent that way; I used his examples as a pattern and took it from there.





What really changed how I painted was a switch to painting characters for roleplaying games. A plain block colour scheme really didn't do the figures justice, so I started mixing and blending colours. The switch from enamel to acrylic paints - I have never got on with oils - made the blending even easier, especially given I was focusing on one figure instead of whole battalions.

I had to learn how to do that myself as painting guides just didn't exist; today's hobbyists are far better off in terms of having someone explain how to paint, with step-by-step examples.

When I switched back to 15mm historicals from 28mm single figures, I had to relearn techniques again, simplifying what I had learned to suit the smaller size. I still have some of my original paint jobs in a box to remind me of what I was like when I started. I just don't show them to anyone.

**WJ: We know that you have scaled back your painting, but when you were punting out large numbers of figures how would you describe your style? E.G. black undercoat and layered shades etc**

Working up from black is pretty much essential to get any sort of speed. It means that any crevices that get missed stay black and unnoticed in the bulk of the unit. Painting up from white needs very careful application of subsequent coats, and touching up is an inevitable part of the process.

I use an adapted layered technique. Having said that it doesn't matter if crevices are left black, I don't actually like the hard black lines left by painters such as Kevin Dallimore. I prefer to use a deeper shade of colour, which gives a softer effect. So I'd use the

black as a primer to deaden the first shade coat, and build up brightness with the mid-tones and highlights. I also prefer to blend the edges of layers, mainly using thinner coats of paint so there is some translucence to the edges of each new layer.

I also hate the trend for painting fake folds and shadows where none can exist, as it shows painters have no sense of how material hangs or where the shadows really should be. Some applications of layering end up with trousers depicted as if they've been laid out in crazy paving, or craggy, lined faces that look as if they've seen 80 years of life, not 18. I think you can define the lines of a face and give it character with a few simple brush strokes.

All that said, scaling a layering technique down to 15mm figures requires some sacrifices. Two tones are enough for most wargamers, and provide the right effect from a short distance away. These can be built up in several thin applications rather than just two distinct layers. I'll pick a harder shadow colour for smaller figures so that it shows more effectively at a distance.

Give me a single fantasy or SF character, though and I'll still blend paint and use washes.

**WJ: How do you think painting has changed in the last 10 years? To us things seem to have been heavily influenced by the GW/Foundry approach, away from the so-called super realistic enamel based approach to an almost cartoon/animation style; deep, often black line shading, over highlighted features.**

Do enamels really give a super-realistic finish? They give more of a finish associated with traditional toy soldiers.





The Games Workshop/Foundry approach is just one, highly publicised way to paint figures. Its advantage is that it is publicly on view in shops in most major towns, and it ideally suits the physical grotesques that some 28mm manufacturers produce. But if you look at some wargames magazines and demonstration games at shows, it's evident that painting hasn't changed for decades.

Whatever technique may be in vogue, there are usually only a few gamers at each club who are acknowledged as really talented with a brush. Many wargamers are quite happy with simple block colours or with using dry-brushing to provide contrast (and dry-brushing is really only a scrappy way of achieving layering).

The GW approach, however, understands that to get figures to look right on the table, colours need to be brighter and details more exaggerated. When layering and the Foundry Paint System are brought in, it makes the process easy to explain, reducing it to painting by numbers. You still need a good eye for detail, for colour and for a straight line, but striking results are more easily and more quickly achieved than by blending paints.

What you can do is get a number of painters to all paint in the same way, using the same colours, which is ideal if you have a corporate style to maintain. Applied rigidly, I don't think it encourages good painting techniques, because painting by numbers does not create masterpieces. And even painting by numbers can produce disasters.

I think there are enough painters, primarily of fantasy and science fiction figures, who use blending successfully to show that there is another way. They don't achieve stunning non-metallic metal effects, for

example, by using layering.

When Citadel first introduced its acrylics they were thin and more suited to blending and washes; looking back, they were ideal for how I then painted because they built up colour in thin coats. That sort of approach is probably unsuitable for wargamers who want paint that covers evenly in one go.

**WJ: Do you have a favourite subject to paint?**

I love Napoleonic figures, and have done since I started. The bright colours and variety in full dress uniforms mean that there's always something different to do if, for example, I get fed up painting French line infantry or Austrians. I really like painting 1806 Prussians, which are quite colourful with their varied facings and pompoms. I am very tempted to start on figures for the Mexican-American War, because the Mexicans are a riot of colour.

**WJ: What's the hardest uniform you have ever had to paint, in terms of getting it to look accurate without going mad!**

Napoleonic Highlanders, without a doubt. One client even apologised for sending me a second battalion of them to paint. However, I cracked the style for them doing display figures for Eureka's Crimean War range and now they hold no fear. Although Highlanders require intricate brushwork. I'm almost happier knowing that I can get Austrian or Spanish infantry to work effectively - and that's just a question of using whites and off-whites well.

**WJ: Gloss or Matt – which finish and why?**

I use matt varnish over a coat of gloss. Gloss is durable,





but I can't really live with the bright highlights, which make photographing figures impossible. Matt varnish helps unify the different finishes of the paints I use (I don't have a preferred brand, I pick paints based on the colours). However, finding a good matt varnish has been a challenge, and the only reliable varnishes I have found are all brush-on. Cryla Soluble Matt Varnish for Acrylics is my final coat of choice (it has to be stirred very well), over Ronseal Diamond-Hard Floor Varnish.

**WJ:** How much do you think the base sets off the figure? Sometimes average figures can be lifted with a great basing style.

Basing is important. It won't save a poor figure, but it really complements a good figure. There's no point putting all the effort into painting a masterpiece, only to paint the base green and leave it sitting proud on a square of cardboard or flocked with lurid green and yellow sawdust. It doesn't take much to do a fair basing job either, but I prefer to keep basing flat, uncluttered and durable - I want to notice the figures more than I want to notice the bases.

**WJ:** So with all of your new business ventures how much time do you get to game? And what was your last game?

I have managed to play twice this year, and typically get to play about once a month. The problem is not so much to do with the business, but with a shortage of regular opponents in this part of the Isle of Wight. In effect I've become a binge wargamer: that once a month can turn into four games over a weekend with the right visitor.

Both the recent games were play tests for Huzzah! 2, the grand tactical version of the Napoleonic wargame I released on the web in 1993. It's looking pretty stable now as a game, is quick and fun to play and produces reasonable results. I have a few definitions to tidy up, and then I'll think about laying it out ready for release.

as Eureka Miniatures, Shadowforge, Black Hat Miniatures and Oddzial Osmy. What is it about these figures that led you into selling white metal?

They're figures that no one else has, or which very few people stock and which I think should be better known. Also, they're good quality figures - ones that I would be happy to own, paint and play games with. I don't want to feel embarrassed about the quality of the figures I sell.

Eureka Miniatures was a chance find. I'd seen examples of its new 18mm British Napoleonic by sculptor Alan Marsh (alas, no relation) and noticed postings in a forum about whether Eureka had a UK distributor, so I wrote to Nic Robson at Eureka and asked whether he would like one. So I started out with Eureka with the grand total of two boxes of British infantry under my desk. That swelled to four with the arrival of the Seven Years Picnic bears and now I can barely move for boxes of toy soldiers.

Oddzial Osmy was a maker I first enquired about when its figures were exclusively available as Mirage figures. Mark Severin (who now runs Scale Creep in the US) provided samples and a contact, but it wasn't until Oddzial Osmy decided it wanted to develop its ranges independently that it became viable to stock them. Mirage figures were only available through the modelling distribution channel and at prices that would make many gamers think again. They're now much better priced, and I think the ranges of 1:600 Modern vehicles and the 15mm Medievals have real potential once they become more extensive.

My involvement with Black Hat stems from wargaming at school in the mid 1970s, when I played games against Mike Lewis, who now runs Black Hat. Mike was looking for a shop front for his new Martian Empires range of figures, and I was happy to provide the service. We work as a team at shows, and still play wargames together. I am worried, however, because Mike has learned that my luck changes for the better if we break for dinner during a game - last time, we ate before we played, and I lost.



The Mid-70s



Today





Shadowforge is just a great range of female warriors that aren't tacky or likely to make me blush when I sell them. Nice girls with guns or swords. I'm looking forward to painting some of the Valkyries for display.

**WJ:** For all the budding miniature painters out there, what would you say is your "top tip" to help them on their way to a better finish?

Simply to take care. A basic paint job carefully done will look better than a slapdash attempt at a complex one.

If I am allowed to expand a little, it helps to support your hands at the wrist to keep them steady. I paint using a file box on my desktop so that my hands are supported at the right working height, and also lower my chair as much as possible to bring the figure up to my eyes. Clip-on magnifiers for glasses also help shorten focal length, and improve working distance - clip-ons also move with your head and are a far more practical solution than stand-based magnifiers. For me, it's not so much the power of magnification that helps - I use a moderate 1.5x magnifier - but the closer working distance.

Don't use paint too thick: as in home decorating, two or more thin coats are better than one thick one. Multiple thin coats will also help you achieve a natural shading effect working up from a black base coat, if you don't paint into folds and crevices on secondary coats.

**WJ:** *What is your fondest wargaming memory?*

Rallying four Prussian cavalry units in a refight of Auerstadt with my friend Andy Finkel. We were using Piquet, a set of rules by Bob Jones, a writer whom I rate highly. I had a leader rated as Abysmal and was rolling a four-sided die against Andy's six- or eight-sided dice. I beat him on every roll, because all he did

was roll 1s or 2s. So I rallied the cavalry and stopped it plunging through my infantry. Auerstadt did not go the way of the French that day.

As an aside, I even designed Huzzah! so that rolling 1s would be good for Andy and make the most of his natural talent. Of course, he now rolls boxcars instead.

**WJ:** We have seen trends and styles in wargaming change over time and tastes move from one ideal to another. Looking forwards, what do you think the future holds for the hobby?

If you're asking me about periods and scales, I think that's impossible to predict. I have a preference, rather than a prediction: I'd like to see sculpting in 25/28mm move away from the current fad for fat bas\$%\*ds with banana fingers.

I think we will see more pre-painted figures available at reasonable prices as more paint shops spring up in the Far East and the attraction of buying ready-painted figures will therefore grow. Once gamers who hate painting can get their figures ready to use for games, in bulk and at an affordable price, it may well have implications for the hobby, and certainly for some of the domestic market's cheap and cheerful painting services.

One can imagine the appeal to newcomers of wargames sets offered for sale with all the figures already painted, very much in the way that traditional toy soldiers once grabbed the imagination.

But I don't think it will dominate, because an equal part of the hobby for some people is collecting and painting their own toy soldiers. Besides, someone will always look at pre-painted figures and believe that they can do a better job.





# Stalag Luft III





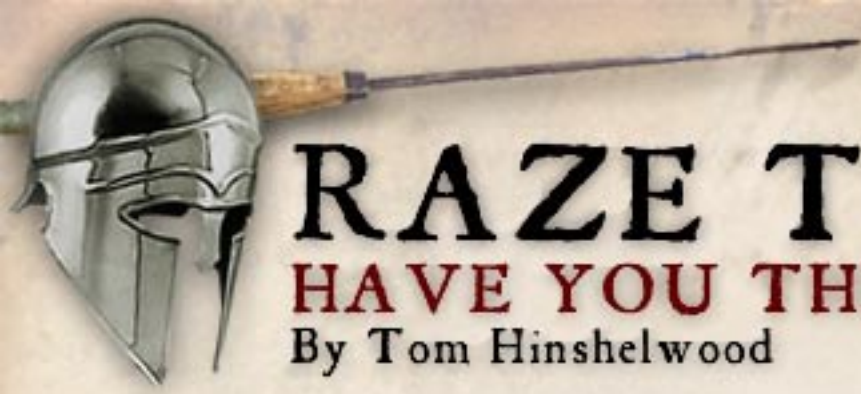
*“The Cooler King”*



*When we first came across Ebob Miniatures the Stalagluft III game inspired us to organise our own ‘prison break’. We got hold of some figures and downloaded the PDF sheets to print out for prisoner barracks. Now it would appear that this superb game idea (the white metal figures are well worth looking at) is being turned into a board game. Make sure your speakers are turned up when you go to <http://www.stalagluftiii.co.uk>*







# RAZE THE FORT

## HAVE YOU THE GAUL?

By Tom Hinshelwood

### THE GALLIC WARS

In the 1st century BC, Roman legionnaires, led by Gaius Julius Caesar fought a long and bloody conflict with the Gauls. Though Caesar himself would describe the wars as reactionary, being defensive measures taken to ensure Rome's safety, it is safe to say that Caesar's motives were purely to increase his political standing and gain wealth. By the time of the conflicts he had acquired huge debts of many creditors and a profitable war was a good way of clearing them.

The Gallic Wars consisted of numerous skirmishes and a series of large battles that fall into three phases. The wars begun with Roman involvement into the wars fought between the different Gallic peoples, but quickly turned to conquest and finally the subjugation of continuous rebellions.

Caesar's legions, though ultimately

successful in conquering Gaul, came perilously close to defeat on more than occasion. The first being in 57 BCE when the Romans suffered a surprise attack by the Belgae tribe, while the Romans made camp in what is now Belgium. The second close call came in 55 BCE when Caesar led his men across the sea to Briton, when a storm in the English Channel wrecked much of his fleet.

In 54 BCE the Gauls of the Eburones tribe rebelled and decimated the 14th Legion, killing fifteen whole cohorts of legionnaires in a masterly executed ambush. Caesar's wrath knew no bounds and he in turned wiped out the Eburones and their allies. The first major success for the Gauls would sow the seeds of a far greater rebellion came later, under the command of Vercingetorix, leader of the Arverni tribe.





A red shield with a golden eagle in the center, its wings spread, and a golden sun or star above its head. The shield is decorated with golden zigzag patterns. To the right of the shield is a silver breastplate with a scale-like pattern.

## CAESAR'S RIVAL

Vercingetorix achieved a huge diplomatic feat and united the Gauls against their common enemy. He knew that even with the full might of the Gauls he could not defeat the legions in open battle and so he set about trying to starve them out. His forces burnt crops and slaughtered livestock to try and deprive the Romans of supplies.

This tactic worked to a certain extent, in part because Caesar was away from Gaul at that time, but he returned quickly to put his legions back on the right track. He set after the Gauls but was defeated at Gergovia.

The battle took place in 52 BC at Gergovia, the capital of the Arveni. Caesar, too eager to decimate the Gauls, underestimated the town's defences and seven hundred legionnaires died assaulting it. The Gaulish victory was short lived however and Caesar fought Vercingetorix one last time at Alesia.

## THE BATTLE OF ALESIA

The final chapter in the Gallic Wars is worthy of an article all to itself, but actually gaming the battle is high on impossible for the average wargamer. Read on and you'll understand why.

Alesia was a hill-top town that was the capital of the Mandubii tribe in which Caesar besieged around 80,000 Gauls under the lead of his arch rival, Vercingetorix. How Caesar won the battle is the stuff of military legend and surely places him high up in the list of all time great generals.

After being defeated at Gergovia in similar circumstances, Caesar had no intentions of an all out assault against Alesia, which was far more defensible than Gergovia had been. Instead he opted to try and

starve the Gauls into surrendering. To make sure the Gauls could not escape the town Caesar had his legions construct a fortified wall around the town.

Around four metres in height, the wall encircled Alesia completely and was, in total, 18 km in length. Amazingly this only took three weeks to build. In front of this wall there were three ditches, one and a half metres in depth and two, four and half a metre in width. One of the ditches, closest to the wall, was even flooded with water channelled by nearby rivers.

During the construction Gaulish cavalry made repeated raids to prevent the completion, but Germanic auxiliary cavalry kept them at bay. Caesar's efforts would not stop there however, and he constructed a second wall, 21 km in length around the first wall, facing outwards, to defend against the anticipated Gaulish relief army.

Ultimately a Gaulish army did come to the aid of Vercingetorix, but it was defeated and Vercingetorix, half starved, was forced to surrender. Though smaller rebellions would arise they had little impact and finally, after years of fighting, Gaul was Rome's.

## THE SCENARIO

This battle takes place during the rebellion of Vercingetorix, when Caesar was still in Rome. A small Roman outpost stands isolated in the grasslands of central Gaul and has been selected by Vercingetorix as one of the first targets to destroy.

Sending off a detachment of chariots and cavalry to harass the cohort of legionnaires garrisoned nearby, he has lured the Romans away from the outpost and has sent in fast moving troops to burn it down before the legionnaires can return to defend it. However, Roman cavalry and Germanic auxiliaries have raced back to



## Romans

	M	WS	BS	S	T	W	I	A	Ld	Sv
Officer	8	5	5	3	3	3	6	2	9	4+

Notes: Drilled, stubborn, light armour, shield and spear.

### Cavalry

	M	WS	BS	S	T	W	I	A	Ld	Sv
Roman	8	4	4	3	3	1	4	1	8	4+

Notes: Leader, drilled, stubborn, spear, light armour and shield.

### Auxiliaries

	M	WS	BS	S	T	W	I	A	Ld	Sv
Germans	8	3	3	3	3	1	3	1	6	4+

Notes: Leader, spear, light armour and shield.

### Scorpio

	M	WS	BS	S	T	W	I	A	Ld	Sv
Crew	4	3	3	3	3	1	3	1	7	4+
Scorpio					6	2				

Notes: Stubborn, light armour and shield

### Onager

	M	WS	BS	S	T	W	I	A	Ld	Sv
Crew	4	3	3	3	3	1	3	1	7	4+
Onager					7	3				

Notes: Stubborn, light armour and shield

## Gauls

	M	WS	BS	S	T	W	I	A	Ld	Sv
Chieftain	8	5	5	4	4	2	5	3	6	3+

Notes: Throwing spear, light armour, shield, chariot, warband and fear.

### Chariots

	M	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	8	4	4	3	4	1	4	2	5	4+

Notes: Javelin, chariot, warband and fear.

### Noble Cavalry

	M	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	8	4	4	3	3	1	4	1	6	4+

Notes: Leader, throwing spear, light armour, shield and warband

### Light Cavalry

	M	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	8	3	3	3	3	1	3	1	6	4+

Notes: Leader, shield, light cavalry and warband.





the outpost to defend it from the Gaulish attackers.

### THE MAP

We played this scenario on a 4' x 4' gaming table with the outpost in the very centre of the table. Apart from a few trees there was no other scenery to allow the fast moving troops on both sides to be used to best effect. The orbats provided with this scenario are for forces of around 750 points each, which is perfect for this size table, but if you wish to game with larger forces then a 6' x 6' table is suggested.

We also tested the game using a variety of figures. On the 4' x 4' table we used an enlarged 15mm scale army, taken from our DBA/DBM armies and on the larger tables we dabbled with 28mm scale miniatures. Either scale works and the Orbats can be easily altered to match your own figure collections.

### THE GAULS

The attacking force consists purely of cavalry and chariots and is deployed at one corner of the board, opposite from where the Romans come on. The aim of the game is to burn the outpost to the ground and only the fastest units in the Gaulish army have a chance of achieving this goal before the legionnaires arrive.

To burn the outpost the Gauls are armed with burning torches with which to throw at the outpost. To make a successful throw a Gaul unit must come within 6" of the outpost. Make a shooting attack for each model within the unit (one for each Gaul in a chariot), and every throw that hits is said to have landed somewhere where the flames of the torch will spread to the outpost.

Each torch that causes a hit will wound on a roll of 4+. When the Outpost has taken 20 wounds it is so engulfed in flames that no amount of legionnaires will





# THE 96TH RIFLES



“In the next issue this rather odd bunch clash in a scenario full of surprises as Major Dick Blunt (poor name we know and we’re still looking for someone to blame) leads his men into action ...”





be able to put it out. Once a unit has thrown its torches it can only throw more if it does not move, in the same way that a crossbow fires. This is because the Gauls can only carry one lighted torch at a time and so once thrown they must pause to light another. .

#### **Gaul Orbats**

- 1 x Chieftain in chariot
- 2 x Units of 4 chariots
- 2 x Units of 5 noble cavalry
- 2 x Units of 5 light cavalry

#### **THE ROMANS**

The Roman cavalry have arrived just in time, or to be more exact some of the cavalry has arrived in time. To see which units are deployed at the start of the game roll a D6 for each unit, adding 1 for units of light cavalry. On a roll of 5+ they can be deployed at the start.

Roll again for each unit at the start of the subsequent turns until all units have arrived. New arrivals must be deployed at the edges of the board, but can move normally on the turn they arrive.

The Romans do start with two pieces of artillery in the outpost, a Scorpio on the parapet and an Onager

behind the wall. These represent all that is left of the defenders of the outpost. As they are fighting to avoid being burned alive they are immune to psychology and do not have to make leadership tests for panic.

#### **Roman Orbats**

- 1 x Junior officer
- 1 x Scorpio
- 1 x Onager
- 3 x Units of 5 cavalry
- 4 x Units of 5 auxiliaries

#### **ENDING THE GAME**

The game will end if the outpost runs out of wounds. If this happens the Gauls have won and they immediately withdraw victoriously. However, if the Romans succeed in either killing all of the Gauls or driving them from the battlefield before the outpost runs out of wounds then the victory goes to the Romans.





# THE ZULU WAR of 1879

*Zulu! How can you ever forget such a movie? Stellar performances and a story of heroism, the stuff of legends. But the Zulu battles of 1879 were bloody affairs. We thought we'd take a close look at the battles and provide some materials that may help you game this fascinating Colonial period.*

The Zulu War of 1879 finally was in essence the bloody result of two years of political activity by the British that was designed to remove the last challenge to their Imperial power in southern Africa.

Under the rule of Shaka, the leader who unified the tribes many years before this war started, Zululand had become a powerful kingdom, but the colonial expansion engine was in full swing and no lands were safe. The British were expanding from the south in Natal and the Boers, the Dutch settlers, were expanding from the west in the area known as the Transvaal.

Various efforts to resolve the situation failed and so it was decided that the only course of action remaining was war. This was ironic considering that a short time before this decision was made representatives of the Zulu nation were summoned to a meeting of the Border Commission which actually found in the Zulus

favour. But it was determined that in order to reduce the threat the Zulus posed a condition of 'peace' was that the Zulus would have to give up their military system which was key to their culture.

A condition the King Cetshwayo could never accept. So Lord Chelmsford decided to invade Zululand with 3 columns leaving 2 more to protect Natal and the Transvaal. Chelmsford expected the Zulus to behave like the other African Armies he had fought and prove elusive and unwilling to fight large scale actions. This was a major error on his part.

The ill fated battle of Isandlwana demonstrates this, one of the few occasions that a British force has been destroyed by a native force. Rorke's Drift was somehow turned into a victory and was to be immortalised in the movie Zulu with Michael Caine and Stanley Baxter.





I guess you can split the War into three distinct chunks:

Part 1: The costly mistakes of Isandhlwana and Rorke's Drift.

Part 2: Lessons learnt Khambula and Gingindlovu.

Part 3: Total victory – Ulundi.

There were several smaller encounters, such as the ill fated attack by irregular horsemen Hlobane mountain which cost 15 officers and 79 men dead, but the five battles above just about sum up the entire war as it was.

The Battle of Ulundi was to see the end of hostilities, bar some sporadic skirmishing, and Zulu nation was smashed and split up into 13 kingdoms which were given to pro British Africans. Sadly this was to only end in disaster and civil war a few years later.

### **WARGAMING THE PERIOD**

The magazine's collection of Zulu War figures are from Newline Designs and are 20mm scale. These are excellent miniatures and have plenty of character to them. Using this scale also allows us to use plastic figures from a number of suppliers to kit out such things as dead figures and chieftans.

There were certainly some very inspiring moments during the Anglo-Zulu war but these "inspiring" moments came during the beginning of the war when Great Britain got it all terribly wrong. Although

you can game the battles of Ulundi, Khambula and Gingindlovu in our mind they do not make for a very interesting game. Now Isandlwana and Rorke's Drift, they make for some interesting games.

The best advice we can give is to split the battles into linked games whose results affect each other. For example we played Isandlwana in three stages. First we played a pitched battle with additional rules allowing the Zulus to enter the board from three edges and to recycle their units. This represented the overwhelming nature of their attack quite well. The British had to hold out as long as possible before retreating off their own table edge. The second game we played with the Zulus attacking from all sides and a small British force defending a group of ammo wagons in the centre of the table, this was more of a pride game for the British to see how long they could hold out before being overrun. Finally we played a small skirmish game involving a section of cavalry trying to escape the slaughter.

The later battles in the war are not quite as interesting as the British had learnt their lessons and the Zulus were unable to get past the defences put up by the British defensive squares. However this is where you can play some fantastic "What If?" games. For instance, what if during the Battle of Gingindlovu the 60th Rifles had not held their ground, would it have been another slaughter? We are planning on playing this one very soon...





# ISANDLWANA

It was on the 22nd of January 1897 that a terrible blow was struck against the British forces in Zululand. The place was 10 miles east of the Tugela River in Zululand, South Africa and here the 1st Battalion, 24th Foot, was massacred at the hands of the Zulus at the Battle of Isandlwana.

In command of the British force were Lieutenant Colonel Pulleine of the 24th Foot and Lieutenant Colonel Durnford. The Zulu Army was commanded by Chiefs Ntshingwayo kaMahole and Mavumengwana kaMdlela Ntuli.

Numbers are always tricky to get accurate but the British comprised some 1,200 men and they were attacked by around 12,000 Zulus.

## BRITISH ORDERS OF BATTLE

2 x Guns and 70 men of N Battery, 5th Brigade, Royal Artillery (equipped with two seven pounder guns).

5 x Companies of 1st Battalion, the 24th Foot

1 x Company of 2nd Battalion, the 24th Foot

2 x Companies of the Natal Native Infantry

Mounted volunteers and Natal Police

## THE UNTHINKABLE HAS HAPPENED

Who would have thought that a native army could destroy a force from one of the most powerful nations of the world? With nothing more powerful than their primitive stabbing weapons the Zulus defeated troops of a western power armed with modern rifles and artillery, nay they wiped the force out. This was total victory.

The disaster at Isandlwana was a wake up call for the British Empire. The complete loss of a battalion of troops set shock waves 'back home' and you could say it transformed a nation's view of war.

So what happened? The Zulu Wars started as a campaign of expansion. Britain as ever wanted more and the commander-in-chief in South Africa, Lord Chelmsford, considered the independent Zulu Kingdom ruled by Cetshwayo to be a threat to the British colony of Natal – which bordered Zululand along the Tugela River.

To start the campaign off Lord Chelmsford divided his force into three columns.

• Colonel Evelyn Wood VC (won in the Indian Mutiny) of the 90th Light Infantry commanded the column that crossed the Tugela into the North of Zululand.

• Colonel Pearson of the 3rd Foot (the Buffs) commanded in the south, by the Indian Ocean coast.

• Colonel Glynn of the 24th Foot commanded the Centre Column, comprising both battalions of the 24th Foot, units of the Natal Native Infantry, Natal irregular horse and Royal Artillery.

## WIPE OUT

Lord Chelmsford accompanied the Centre Column into Zululand on 11th January, crossing the Tugela River at Rorke's Drift. Its plan was to head for Ulundi, Cetshwayo's principal kraal, and would then join up with Pearson's southern column for the final assault on the Zulu nation.

At this point a Company of the 2nd Battalion, 24th Foot, remained at Rorke's Drift, the advanced base for the column. We'll talk more about these chaps a little later.

From the start Chelmsford's original plan was troubled, he had after all planned for 5 columns to cross the Tugela. But a shortage of troops forced him to reorganise into the 3 columns.

Now he headed for Isandlwana Hill, which can be seen from Rorke's Drift, and which is located 10 miles inside Zulu land. With the British on their way Cetshwayo mobilised massive Zulu armies, some 24,000 warriors it is believed. This force then split into two, with one section heading for the Southern Column and the remainder making for Chelmsford's Centre Column.

The Centre Column reached Isandlwana on 20th January 1879 and encamped on its lower slopes. The next day Major Dartnell led a mounted reconnaissance in the direction of the advance. He encountered the Zulus in strength and engaged them. His scouting force eventually disengaged from the Zulus until the early hours of 22nd January 1879.

Upon hearing of the enemy approaching Lord Chelmsford chose to advance against the Zulus with a sizeable enough force to destroy them. The 2nd



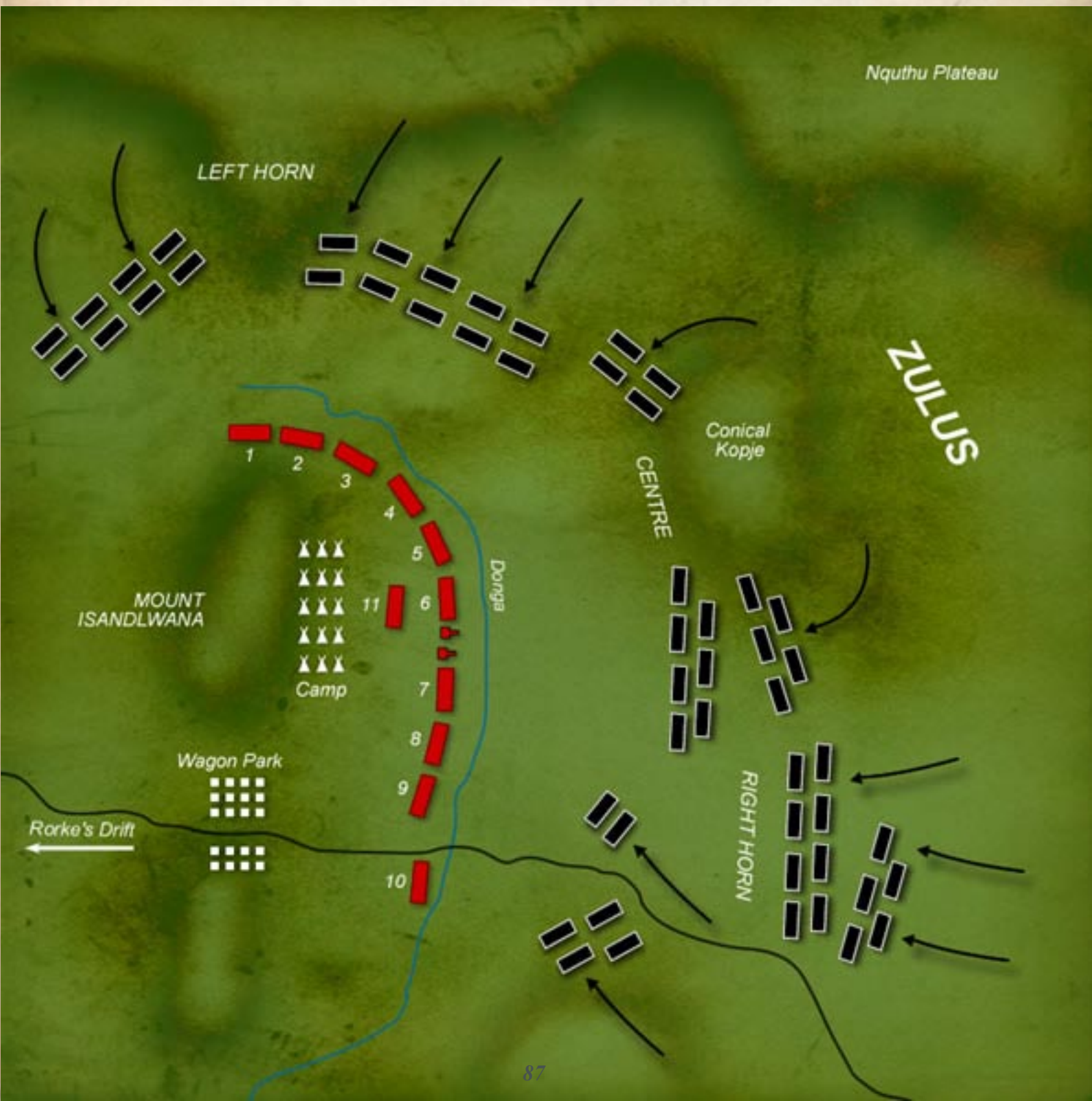
Battalion, 24th Foot, the Mounted Infantry and 4 guns would march out as soon as it was light.

Colonel Pulleine was to command the camp with the 1st Battalion of the 24th Foot and orders were sent to Colonel Durnford to bring his column up to reinforce the camp. On the morning of 22nd January Lord Chelmsford advanced with his force and eventually joined up with major Dartnell.

This is where it all goes wrong the Zulus had

disappeared and now a search began of the hills. The Zulus had bypassed Lord Chelmsford's force and moved on Isandlwana. The first sign in the camp that there was a problem was when parties of Zulus were seen on the hills to the north east and then to the east.

At this time Colonel Pulleine ordered his command to form to the east, the direction in which the Zulus had appeared. Pulleine dispatched a message to Chelmsford informing him that Zulu warriors were





# ISANDLWANA

threatening the camp. It was around 10am when Colonel Durnford arrived at Isandlwana with a party of mounted men and a rocket troop.

Durnford then left the camp to follow up reports of attack and Captain Cavaye's company of the 1st/24th was placed in picquet on a hill to the North.

Durnford's mounted troops then searched for the Zulus. One troop of mounted volunteers pursued a party of Zulus but where in for a big shock as the entire Zulu army appeared. It seems that the arrival of the mounted troops caught the Zulus by surprise as well!

One of Durnford's officers rode back to Isandlwana to warn the camp that it was about to be attacked. Ironically Pulleine had just received a message from Chelmsford ordering him to move up to join the rest of the column. But this wasn't to be as he now had to react to the impending crisis.

It becomes unclear at this point whether Pulleine or any of his other officers understood the severity of the situation. The force bearing down on them was immense and mistakes were made. Pulleine sent a second company under Captain Mostyn to join Captain Cavaye's on the hill and 2 guns were moved to the left of the camp with companies of foot to support them.

The leading edge of the Zulu force overwhelmed Durnford's rocket troop, although the Royal Artillery crews did manage to escape. Now the main Zulu frontal assault started and Mostyn's and Cavaye's companies hastily withdrew to the camp, pausing to fire as they went.

To start with the battle started well for the British. Pulleine's troops fired several volleys into the oncoming Zulu force and the mixture of gunfire and difficult ground meant the Zulu 'chest' eventually went to ground. But the 'chest' was not the problem for the British. As this was going on the Zulu 'horns' raced to find the end of the British flank and envelope it.

## ENCIRCLEMENT

On the British right the companies of the 24th and the NNI were unable to prevent this envelopment and the Zulus managed to infiltrate between the companies

of British foot and the irregulars commanded by Durnford.

Zulu chiefs took this opportunity to encourage the warriors of the 'chest', that had been until now pinned down by the 24th's fire, to renew their assault. This new attack forced the British troops to fall back into the encampment. Then a Zulu regiment rushed between the withdrawing British centre and the camp and the "horns" broke in on each flank. It all collapsed at this point.

With the steady line broken groups of British formed and fought the Zulus until their ammunition ran out and they were killed. It is reported that a section of Natal Carbineers commanded by Durnford provided heavy fire until they too ran out of ammo, choosing to then fight with pistols and knives until they were also killed.

Only mounted troops escaped this attack and any foot troops who ran into the hills were chased down and killed.

Isandlwana was over and the death toll is 52 British officers and 806 non-commissioned ranks killed. Some 60 Europeans survived the battle. Another 471 Africans died fighting for the British. Zulu casualties have to be estimated and are set at around 2,000 dead. The Zulus captured 1,000 rifles with the whole of the column's reserve ammunition supply.

Following the battle, upon hearing the news of the disaster Lord Chelmsford is said to have said "But I left 1,000 men to guard the camp." His column returned to the horror at Isandlwana and camped near the battlefield and in the distance they could see the Rorke's Drift mission station burning. Chelmsford knew that the Zulus had crossed the Tugela.

The defeat at Isandlwana was to galvanise the British Government into action, determined to avenge the defeat reinforcements were dispatched to Natal. General Sir Garnet Wolseley was also sent to replace Lord Chelmsford, arriving after the final battle of the war.

It would seem that Cetshwayo's success at Isandlwana secured his downfall.







# RORKE'S DRIFT

It's fair to say that most people have seen the Zulu movie – Lord knows it's been on television enough. Most people probably have no idea what's going on though; Michael Caine and Stanley Baker dressed in red killing a load of natives.

Rorke's Drift is offered to us as an example of heroism in the face of overwhelming odds. When you consider that 139 British troops held off 4,500 Zulu warriors it is only reasonable that we think this way.

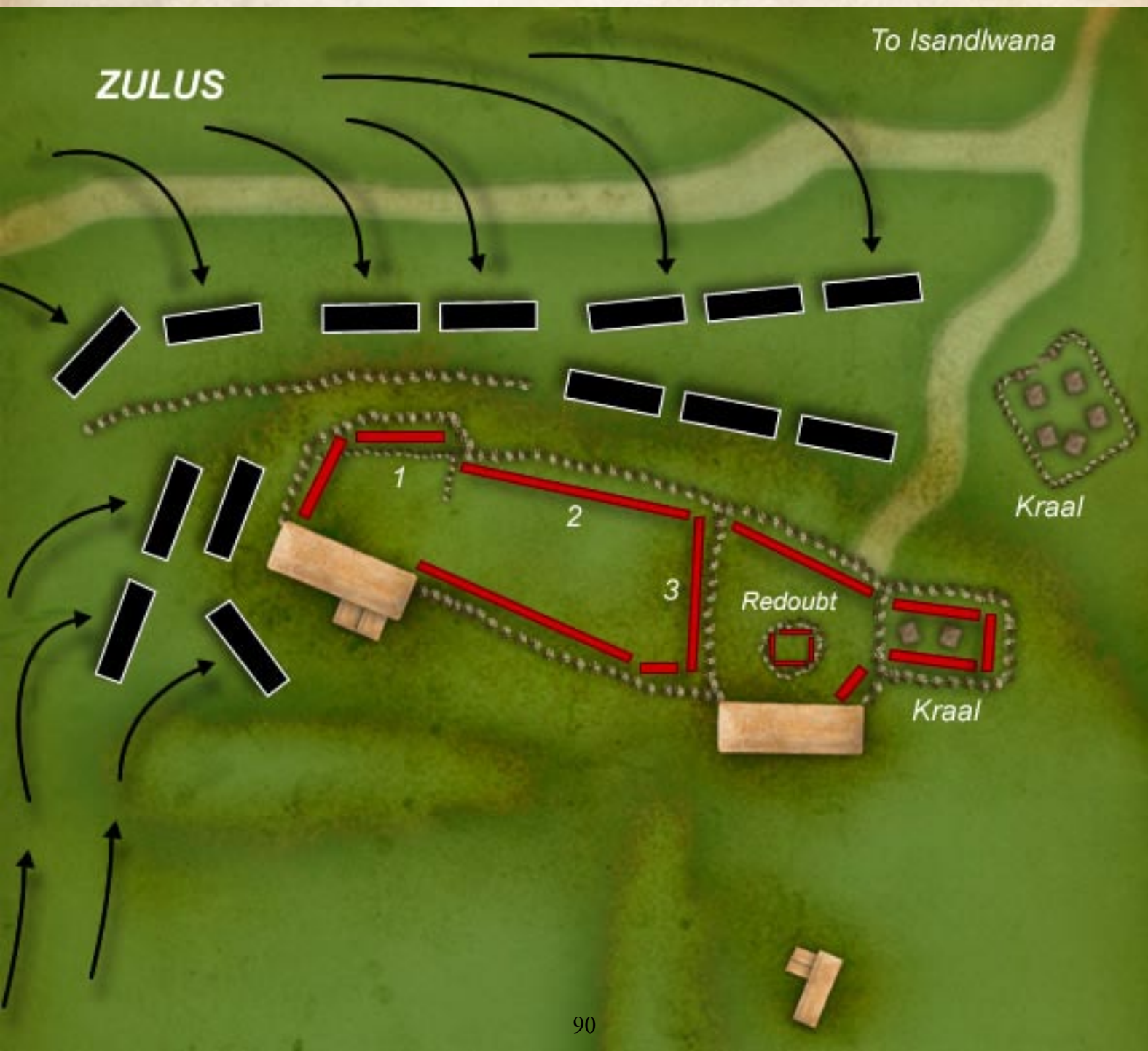
The garrison is located near to the Tugela River in Natal Province and on the 22nd January 1879 its commanders - Lieutenant John Chard, Royal

Engineers, and Lieutenant Gonville Bromhead of the 24th Foot – held off a concerted attack by Zulu warriors commanded by Prince Dabulamanzi kaMapande.

The 139 British troops broke down as follows:

B Company, 2nd Battalion, 24th Foot  
Men of the Royal Artillery, Royal Engineers, Army Service Corps, Commissariat and Medical Corps.

Hardly a volume of soldiers. What Rorke's Drift represents is the antithesis of Isandlwana. At one battle we were slaughtered and at another we did the killing. Here we have Bromhead's B Company, 2nd





Battalion of the same regiment that was destroyed clinging to a victory, well a victory of sorts.

So here we have a single company of infantry at a mission station taking shelter behind a wall of biscuit tins! In charge were the company colour sergeant, Frank Bourne and a sole officer – Michael Caine (aka Lieutenant Gonville Bromhead).

A Swede by the name of Reverend Otto Witt ran the church/mission and at the time of the attack it had been turned into a store by the British Army. Worse still his house was now a military hospital under the command of Surgeon James Reynolds.

Zulu warriors were first sighted nearby to Rorke's Drift on 19th January. On the 21st January the garrison heard firing from a distant battle (Isandlwana) this was to be verified by the arrival of Lieutenant Ardendorff who confirmed to them the tragic events.

It was now time to improve the defences. The reduced numbers of men meant that shorter perimeter line (made from biscuit boxes) needed to be assembled.

The battle commenced when 500 Zulus appeared around the hill to the South of the mission. These warriors were met with heavy gunfire. At roughly 50 yards from the wall they veered around the hospital to attack from the North West. Again gunfire drove them back ...and the warriors hid in the undergrowth that had not been cleared because of the lack of time.

It was now that the main body of Zulus came up and opened up with heavy fire on the British from cover around the West and North West of the mission. Now the hospital at the western end of the fortifications became the focus for the fighting.

This building was set on fire and stormed by the Zulus. As you can watch in the superb movie Zulu the troops could not stay inside it and the hospital was evacuated – but some patients died in the flames.

Here we have Privates John Williams, Henry Hook, William Jones, Frederick Hitch and Corporal William Allen receiving the Victoria Cross for their defence of the hospital building.

With the hospital gone the fighting concentrated on

the wall of biscuit barrels linking the mission house with the mealie wall. As night fell the British withdrew to the centre of the station where a final defensive bastion had been hastily assembled. The light from the burning hospital assisted the British in their fire.

Savage attacks came and were beaten back by the men of the 24th Foot, until around midnight when hostilities suddenly ended. Exchanges were made until 4am at which time the Zulus withdrew.

At 7am a main body of the Zulu force appeared on the hill, but no attack was made. In the movie you may remember the Zulu commanders almost saluting the brave souls of Rorke's Drift for their bravery. You have to wonder whether the fact they could see Chelmsford's column approaching from the direction of Isandlwana led to their retreat.

Zulu casualties are thought to have been around 500 with the garrison at Rorke's Drift detailing 17 men killed and 10 wounded.

Wargaming this great battle allows for plenty of last stand scenarios. We played the game several times starting with a game portraying the initial Zulu assault on the British gun line and then played through an assault on the hospital.

We used basic maps drawn on wipe clean mats usually used for dungeon adventuring. The Zulus had to fight their way through the hospital and we got to use the VC winning heroes to thwart their attempts.

We finished the battle with a renewed Zulu attack on the "thin red line". In this game the British had to hold out for a number of turns and then retreat to the final redoubt and make a stand there. Our results mirrored history but I reckon we took a few more casualties than they did in real life.

Our final game will be a 1:1 20mm large scale action of the scenario but this is going to take sometime to complete. The British is easy, only 139 combatants to portray, but the Zulus are an altogether larger problem. Even recycling the figures we're still looking at many hundreds of figures to get the feel of the game right. It will be a while before we show you this game, but once completed Dave Robotham is talking hosting a Zulu Gaming weekend for the WJ writers.



# KHAMBULA

On March 29th 1879 in Northern Zululand the British Number 4 Column encountered the Zulu Army and the Battle of Khambula took place. The commanders on the day were Colonel Evelyn Wood VC and Ntshingwayo kaMahole. Some 2,000 British troops and native levies fought a horde of 20,000 Zulus.

Number 4 Column, the most northerly British force, invaded Zululand on December 6th and were facing the abaQulusi tribe. This tribe was led by Prince Mbilini waMswati.

## **British Regiments:**

1st Battalion of the 13th Light Infantry

The 90th Perthshire Light Infantry

Royal Artillery, 11th Battery, 7th Brigade.

Boer Commando

Mounted Infantry

Frontier Light Horse

A Native Contingent of Swazis

January 21st saw Wood's force marched out of camp and his force moved rapidly on the Zulu positions, forcing the Zulus to withdraw onto Hlobane Mountain. After this initial success the British set up camp and waited until January 23rd when the attack on Hlobane began.

It was early in the morning that news of Isandlwana and the destruction of Chelmsford's camp and the loss of nearly a full battalion of British troops was received by Wood and his men. With the belief that the Zulu force that crushed the British at Isandlwana would turn and attack his force Wood chose to abandon the attack and move his column North to a new camp site, away from the Zulu army.

Here the British column encamped on a plateau at Khambula, where the ground sloped away on two sides. A fortified camp with wagon walls and trenches was set up and the force readied itself for battle if it came.

Over the next few weeks the Zulus raided north into the areas occupied by Boer farms and villages, away from Wood's camp, while the British raided the Zulu areas. On March 12th the Zulus scored another victory over the British as a supply train was attacked near Luneburg in the North of Zululand.

Captain Moriarty, commanding the escort of a company of the 80th Regiment, set up a defensive position against a river. On the morning of the 12th a force of around 800 Zulus, commanded by Prince Mbilini, approached to within 50 yards of the camp, obscured due to the morning mist, and rushed the defences. Moriarty and 60 of his men were killed and a group of the 80th on the south bank of the river laid down enough fire to drive off the Zulus.

News of this latest setback prompted Wood to launch a full scale attack on Hlobane Mountain. Lord Chelmsford urged on the attack because he needed to create a diversion in the North so that he could move his column to relieve Colonel Pearson's column in its fortified camp at Eshowe.

Even though they knew that the Zulu King Cetshwayo was preparing to advance on Wood's troops, a force of mounted troops (Colonels Buller and Russell left Khambula with 700 and 250 mounted troops each) commenced an attack on either end of Hlobane. But this attack was not successful and Buller lost 12 officers and 80 men. No one knows how many native irregulars were killed.

Now the Zulus were ready to attack the main British force, but this not going to be like Isandlwana. This British force was in a compact formation behind fortifications.

When the Zulu Army was finally in sight the troops assembled at their positions; 1,200 men of the 1st/13th Light Infantry and the 90th Regiment with 800 other irregular troops. Artillery comprised of 4 seven pounder guns, 2 mule borne guns and several rocket troughs. The mule guns took post in the redoubt while the seven pounders were located in the open ground between the two main fortifications.

The battle began at 1.30pm as the Zulu Army moved towards the British with increasing speed, its horns spreading out to the left and right, the chest heading straight for the centre of the camp. As it closed the left horn disappeared from view into the valley to the South, but marshy ground held up its assault.

The right horn circled round to the North and came in towards the camp. Using some clever tactical sense Wood dispatched Buller with his mounted men to



provoke the right horn into making a premature attack before the rest of the army was in place. Buller's move had the effect intended, the mass of the right horn rushing towards the British fortifications.

Once the mounted men were clear the troops along the north face, the 90th Light Infantry, opened fire with the guns positioned in the open between the wagon laager and the redoubt. The devastating fire utterly destroyed the right horn, removing it as threat to the British force.

This tactical advantage allowed Wood to redeploy significant numbers of troops and guns from the north side against the chest and left horn as they came up for their assaults. The left horn climbed the south face of the hill only to be met by heavy fire from the 13th Regiment. Zulus on the right attacked the cattle laager, forcing Wood to withdraw its garrison and leave the laager to the Zulus.

A tactical error saw Wood order Major Hackett of the

90th to take two companies to the edge of the hill and fire down into the Zulus assembling in the valley. But the Zulus had captured Martini Henry rifles captured at Isandlwana and used them against the two companies. The move failed and the two companies were forced back, but not before Hackett was blinded.

During the course of the day the left horn and the chest kept attacking but they kept getting forced back by withering fire. At 5.30pm the Zulus began to fall back and Wood ordered the infantry forward to fire into the withdrawing Zulu regiments.

The last phase of the battle was the order to send Buller's mounted men in pursuit of the Zulus. Wood's force suffering 83 casualties. It is believed that 3,000 Zulus were either killed in the battle or died of their wounds afterwards. The way was open for British to now invade Cetshwayo's Zululand kingdom. The diversion also allowed Chelmsford to relieve Pearson's column at Eshowe. Ulundi beckoned.





# GINGINDLOVU

## INTRODUCTION

The British were outnumbered 2:1 at Gingindlovu with 5,250 British and colonial troops against 11,000 Zulus warriors.

Following the disaster of Isandlwana, the British government rushed reinforcements to Natal: 2 Batteries of Royal Artillery, 2 Regiments of cavalry and 5 Battalions of Foot. It couldn't afford anymore embarrassments at the hands of what London classed as savages.

So it was that at the end of March 1879 Lord Chelmsford found himself in the worrying position of another column in trouble. Colonel Pearson's Number 1 Column lay isolated in a fortified position at Eshowe, which is deep in eastern Zululand. Chelmsford worried the force would be destroyed before it could be relieved.

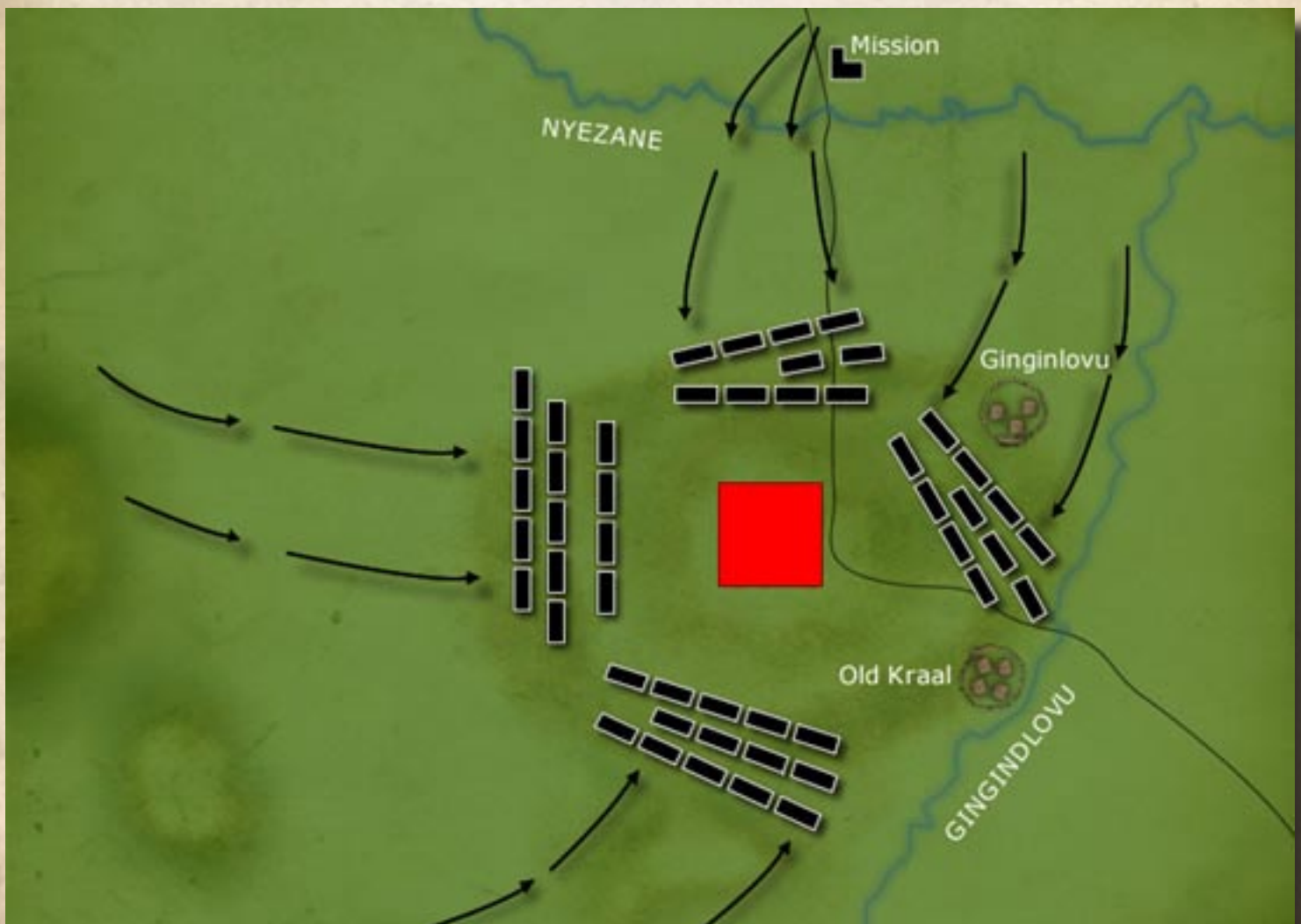
Lord Chelmsford's relief column crossed the Tugela River on 29th March 1879 and began its march to Pearson's force. The country was literally covered

by Zulu scouts and signals flashed from Pearson's camp at Eshowe. What became eminently clear to Lord Chelmsford was that his advance would be fiercely contested, and on top of this the poor weather conditions further impeded progress.

## THE BATTLE OF GINGINDLOVU

On 1st April 1879, Chelmsford's column reached the Royal Kraal of Gingindlovu and laagered for the night. Again heavy rainfall made it hard for the troops. Many lessons had been learnt following the tragedy of Isandlwana and at every encampment the wagons were positioned to create an unbroken laager wall, a defensive position to give cover. Troops were also required to dig sections of trench around the laager.

John Dunn, a pre-war inhabitant of Zululand for many years, and chief scout to Chelmsford headed off across the Nyezane River to look for enemy forces. It was here that Dunn encountered the Zulu Army of 11,000 warriors. Dunn returned to the British camp and reported back to Chelmsford that the Zulus would attack in the morning – he was right.





The column was laagered on the top of a hill, the sides sloping away in each direction, which if you think about it is about as good a combat position as any for the battle. In accordance with the new standing orders issued after Isandlwana, the laager was entrenched in a square formation.

At the north face of the square was the 3rd Battalion, the 60th Rifles; the left by the 99th Regiment and the Buffs (3rd Foot) and the right face by the 57th Regiment. The corners of the square were reinforced by Gatling Guns, conventional artillery and rocket troughs. It was quite a formidable defensive position.

Sun rise saw Irregular Horse and infantry piquets patrolling towards the Nyezane River, scouting for the Zulu advance and ready to react should the need arise. The regiments in the camp stood to at 4am. Shortly before 6am, reports came in from the advanced scouts/piquets of the Zulu approach. Out of a movie script you can see the lone native warriors standing and pointing to the sky and then the immortal cry of “Impi” pierces the silence.

Then suddenly there is movement as the Zulu “chest” advances. The usual exchange of rifle fire from Zulu skirmishers gave way to a massed charge as the horde of warriors looked to overwhelm their enemy.

### THE 60TH RIFLES

The first attack of this battle was received by the 60th Rifles, one of the newly arrived regiments, and it has to be said that the young soldiers of the 60th found the ordeal difficult to deal with. It took solid leadership from the battalion’s officers to keep the line steady and firing. It helped that the Gatling guns at the ends of the line spat death at a rate of knots.

Constant gunfire and the support of the Gatling guns meant the Zulu charge faltered and instead of the full frontal hit on the square the Zulus were forced around to the west flank of the square, where the attack was renewed against the 99th Regiment. In the face of the heavy weapons fire from the two sides of the square the Zulu “chest” assault failed.

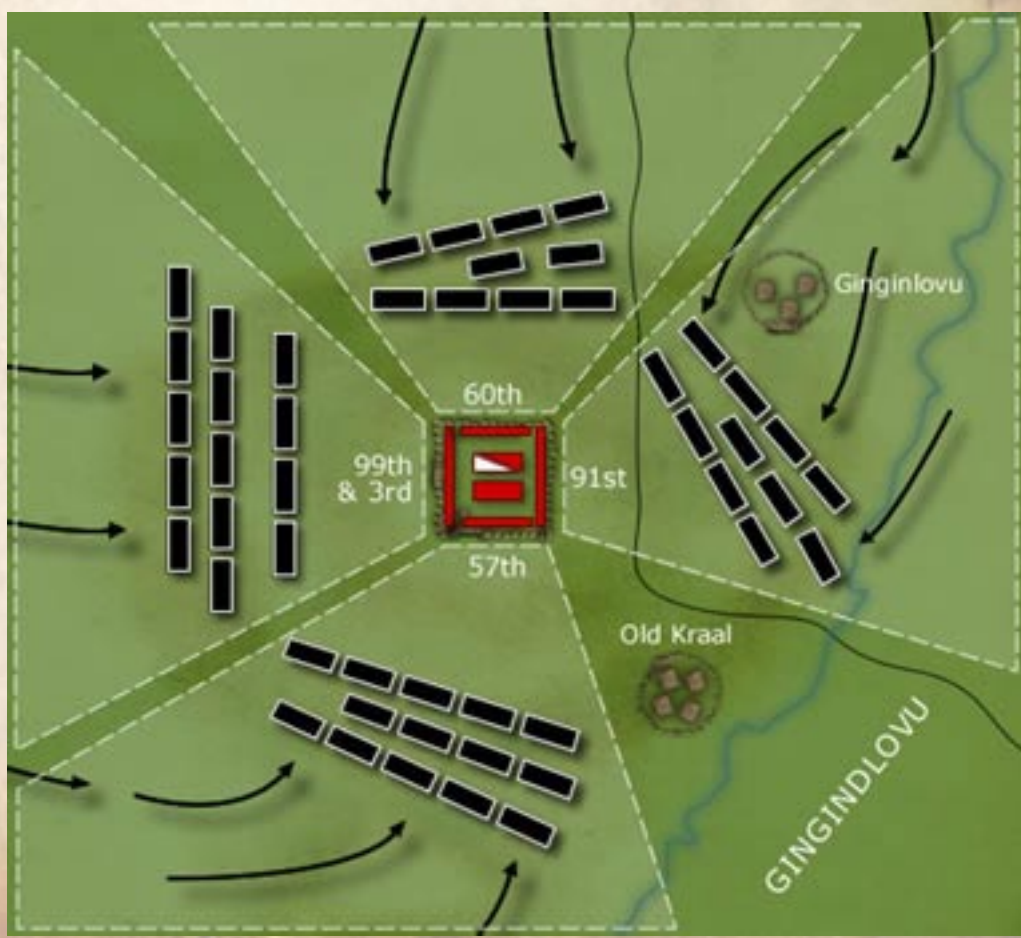
As to the other part of the assault, the “horns” of the army, the Zulu warriors rushed around the British position. At Isandlwana when this happened the rear of the British formation was weak – this was not the case at Gingindlovu. The warriors met the volley firing of the 91st Highland Regiment and this assault was also squashed and the Zulus were forced into cover.

### SADDLE UP – AND END THIS BATTLE

The successful volley fire of the 91st gave Lord Chelmsford the chance to seize the initiative and he ordered his mounted units out of the square to complete the victory. The decision to move them out like this was a little premature, the battle was far from over, but he got away with it and eventually the Zulu forces withdrew.

The battle effectively ended around 7am with the Zulus in full retreat, pursued by the mounted troops and the native contingent. Lord Chelmsford was greatly relieved by the outcome of the battle, showing that his army’s confidence was re-established and thus it enabled him to continue his advance to Pearson’s camp. From here he was to head off to do battle with the Zulu King, Cetshwayo, at the Battle of Ulundi.

**Battle Stats:** *The British lost 6 officers and 55 men; among the dead was Lieutenant Colonel Northey of the 60th Rifles. Zulu casualties were calculated at around 1,000.*













# ULUNDI

The Battle of Ulundi was the end of the Zulu Army and the end of the Zulu Wars of 1879. On July 4th in Central Zululand the British Army under the command of Lieutenant General Lord Chelmsford faced off against Cetshwayo, the Zulu King and his mighty army.

Around 17,000 British and native troops were to fight 24,000 Zulu warriors at this battle.

## **British Regiments:**

Royal Artillery:

17th Lancers

1st Battalion, 13th Light Infantry

2nd Battalion, 21st Royal Scots Fusiliers

58th Regiment

80th Regiment

90th (Perthshire) Regiment

94th Regiment

The battles of Khambula and Gingindlovu inflicted heavy casualties on the Zulus, warriors that were lost and could not be replaced. The slaughter at Isandlwana led the British government to send out more reinforcements than could effectively be used. The area was awash with British major generals.

On route from England were Sir Garnet Wolseley and the Ashantee Ring who were to replace Lord Chelmsford in command of the British force in Zululand.

By the April of 1879, he had at his disposal a large force of highly trained soldiers that consisted of 2 cavalry regiments (the King's Dragoon Guards and the 17th Lancers), 5 batteries of artillery and 12 infantry battalions: which broke down into 1,000 regular cavalry, 9,000 regular infantry and a further 7,000 men with 24 guns, including in its ranks the very first Gatling gun battery to take the field for the British army.

The Zulu King had only 24,000 warriors who were suffering large losses and were demoralised. A rapid reorganisation of the army and Lord Chelmsford was prepared to invade Zululand – for the final time.

Evelyn Wood's force in the West was renamed the Flying Column and the newly arrived Major General Henry Crealock, who had served with the

90th Perthshire Regiment in the Crimea, took over Pearson's old command, which was now called the 1st Division.

A new command named the 2nd Division under the command of Major General Newdigate prepared to invade Zululand in the central area and join up with Wood. Lord Chelmsford attached himself to the 2nd Division.

By June 28th Lord Chelmsford's two columns were within 17 miles of the Royal Kraal of Ulundi. Cetshwayo attempted to negotiate with the British while his warriors gathered at Ulundi but the British terms were rejected.

Camp was struck and on the eve of the battle British troops listened to the Zulu war songs. The next day Lord Chelmsford took the majority of his force and crossed the river advancing towards the Zulu kraal, moving in a formation known as the hollow square, the mounted troops covering each side and the rear. It was just before 9am that the Zulus attacked the hollow square on all sides.

The amount of firepower that the British laid down on the Zulu warriors must have been immense. Compared to today's weaponry it was nothing, but compared to a stabbing spear and some rifles stolen at Isandlwana it must have seemed like hell on earth.

It took a mere half hour before the Zulus began to falter. At this point the 17th Lancers passed out of the back of the square and charged. The impact of the charge broke up what was left of the Zulu formations, dissolving the Zulu army.

The British casualties were 3 officers and 79 men. Zulu casualties were said to be 1,500. Following the battle the British burnt the military kraals in the area around Ulundi. The Zulu chiefs started to surrender across Zululand to the British forces. Cetshwayo was captured on August 28th and sent into exile in Cape Colony.

A new regime in Zululand was formed and Britain withdrew its military might from the area.

The Anglo-Zulu War of 1879 was over ...



ZULUS

ULUNDI

Nondwengo

Indabakaombi

Whitemfolozi





# I am your King

By Tom Hinshelwood

*They may be knights of the round table who dance whenever they're able, but they sometimes have to take time out of Camelot to keep the riff raff under control. We're all big Monty Python and the Holy Grail fans at Wargames Journal, so when someone came up with the bright idea to repress some peasants, we jumped at the chance.*

Arthur "I am Arthur, King of the Britons. Whose castle is that?"  
Woman "King of the who?"  
Arthur "The Britons."  
Woman "Who are the Britons?"  
Arthur "Well, we all are. We are all Britons, and I am your king."  
Woman "I didn't know we had a king. I thought we were an autonomous collective."  
Dennis "You're fooling yourself. We're living in a dictatorship: a self-perpetuating autocracy in which the working classes..."  
Woman "Oh, there you go bringing class into it again."  
Dennis "That's what it's all about. If only people would hear of..."  
Arthur "Please! Please, good people. I am in haste. Who lives in that castle?"  
Woman "No one lives there."  
Arthur "Then who is your lord?"  
Woman "We don't have a lord."  
Arthur "What?"  
Dennis "I told you. We're an anarcho-syndicalist commune. We take it in turns to act as a sort of executive officer for the week."  
Arthur "Yes."  
Dennis "But all the decisions of that officer have to be ratified at a special bi-weekly meeting..."  
Arthur "Yes, I see."  
Dennis "By a simple majority in the case of purely internal affairs..."  
Arthur "Be quiet!"  
Dennis "But by a two-thirds majority in the case of more major..."  
Arthur "Be quiet! I order you to be quiet!"  
Woman "Order, eh? Who does he think he is? Heh."  
Arthur "I am your king!"  
Woman "Well, I didn't vote for you."  
Arthur "You don't vote for kings."  
Woman "Well, how did you become King, then?"  
Arthur "The Lady of the Lake, her arm clad in the purest shimmering samite, held aloft Excalibur from the bosom of the water signifying by Divine Providence that I, Arthur, was to carry Excalibur. That is why I am your king!"  
Dennis "Listen. Strange women lying in ponds distributing swords is no basis for a system of government. Supreme executive power derives from a mandate from the masses, not from some farcical aquatic ceremony."  
Arthur "Be quiet!"  
Dennis : "Well, but you can't expect to wield supreme executive power just 'cause some watery tart threw a sword at you!"  
Arthur "Shut up!"  
Dennis : "I mean, if I went 'round saying I was an emperor just because some moistened bint had lobbed a scimitar at me, they'd put me away!"



Arthur "Shut up, will you? Shut up!"  
Denni: "Ah, now we see the violence inherent in the system."  
Arthur "Shut up!"  
Dennis "Oh! Come and see the violence inherent in the system! Help! Help! I'm being repressed!"  
Arthur "Bloody peasant!"  
Dennis "Oh, what a give-away..."

## SCENARIO BACKGROUND

Before they quested together in search of the Holy Grail, King Arthur and his knights did typical knightly things such as jousting, feasting and repressing all manner of peasants across their lands.

This scenario features one such incident where Dennis, infamous spokesman of the Anarcho-Syndicalistic Peasant League, has caused a revolt amongst the citizens of an otherwise peaceful village.

Hearing about the civil unrest Arthur and his most trusted knights set off across Briton to put the rebellion down and restore order. Now if they can just remember where the village is...

## RULES

As this scenario is far from serious we opted to play it with Games Workshop's Lord of the Rings rules. As LOTR is about as simple a game as you can get it's perfect for modifying to other genres and lends itself to the attachment of silly special rules.

Having said that, you could use most skirmish based rules for this battle. WJ's own Age of Blood would be a natural choice and veteran readers will recall we did a similarly light hearted knightly skirmish entitled Don't Drop the Dead Donkey for the 1st edition of those rules.







KNIGHTS  
ENTER HERE



## THE MAP

The scenario takes place in the nameless village where the peasants reside and the table therefore should have several buildings on it to represent the village. It is assumed that all the buildings cannot be entered, by either side, unless you particularly wish to fight within them. The more buildings you can put on the table the better as these will provide obstacles for the knights and give the peasants defensible locations.

## THE KNIGHTS

The valiant heroes of the round table are Arthur, King of the Britons, Sir Lancelot the Brave, Sir Robin the Not-Quite-So-Brave-As-Sir-Lancelot, Sir Galahad the Pure and Sir Bedevere the Wise. As well as the five famous knights is Sir Bors, who may or may not show up during the battle.

### ARTHUR, KING OF THE BRITONS

The legendary Arthur is both a just ruler and brave warrior who will later lead his men on the quest of the Grail. A stern, stoic man, Arthur is prone to haughtiness and has a pathological dislike for all things silly.

	F	S	D	W	A	C	M/W/F
Arthur	5/-	4	7	3	3	6	3/3/3

Wargear: Excalibur (sword), heavy armour, coconuts and shield.

#### *Special Rule: King of the Britons*

As Arthur is the true King of the Britons (though his title may be disputed by some) he commands his men with great weight of authority. He can inspire them to great feats on the battlefield and help overcome some of their more erratic behaviour.

By spending a point of will Arthur can make heroic actions as if he had used Might, or alternatively he can negate Lancelot's Fearlessness, or Robin's Cowardness special rules for the turn.

### SIR LANCELOT THE BRAVE

The mightiest of Arthur's knight, Lancelot's courage in battle is probably better described as manic psychotic behaviour. He may defeat everyone he comes in contact with but he also has a habit of massacring everyone else who unfortunately happens to be nearby.

	F	S	D	W	A	C	M/W/F
Lancelot	6/-	4	7	3	3	9	6/1/3

Wargear: Sword, heavy armour, coconuts and shield.

#### *Special Rule: Fearlessness*

Lancelot is so brave that he does not understand the concept of tactics. His entire battle philosophy is to charge forward and kill everything in sight. This serves him well most of the time but it does limit his tactical flexibility. Lancelot must always move a full 6" in a straight line every turn until he gets into combat with the closest foe and he will use Heroic Fight each and every turn whilst in combat.

### Sir Galahad the Pure

The youngest of the knights of the round table, Galahad is perhaps too nice for his own good. He is also completely chaste and for this he receives much mockery from the other knights. Though not as accomplished a warrior as some of the other knights, his bravery is without question.

	F	S	D	W	A	C	M/W/F
Galahad	4/-	4	7	2	2	6	2/2/2

Wargear: Sword, heavy armour, coconuts and shield.

#### *Special Rule: Purity*

Galahad is so pure that he would rather not kill anyone if he can at all help it. As such he tends to incapacitate enemies and knock them out instead of actually killing them. This sits well with his conscience but it makes winning battles more difficult for the rest of the knights. When Galahad has defeated a foe in combat roll a D6 and consult the below table to see what actually happens to them.

D6 Roll	Result
---------	--------

- |     |   |
|-----|---|
| 1-2 | Nothing. He pulls his blow at the last second and they get 1 Wound back.                          |
| 3-4 | Knocked Out. The enemy is out cold and wakes up on a roll of 4+. Roll during each enemy movement. |
| 5-6 | Dead. Galahad actually kills them, probably by mistake though.                                    |

### Sir Robin the Not Quite so Brave as Sir Lancelot

Sir Robin is easily the most timid knight ever to sit around the round table. In fact he is so cowardly that he has never actually really fought anyone. He can fight, but he usually runs away and lets his minstrels do the fighting for him.





He is out of luck today however, as Arthur ordered him to leave the minstrels at Camelot.

	F	S	D	W	A	C	M/W/F
Robin	5/-	4	7	2	2	1	3/2/2

Wargear: Sword, heavy armour, coconuts and shield.

#### ***Special Rule: Cowardess***

Robin's lack of courage cannot be underestimated under any circumstance. Given half the chance he won't even turn up for fights, let alone fight in them. Not only does he have abysmal Courage, he must pass a Courage test to be able to move into base contact with an enemy model, no matter how feeble they are. Also if he actually loses a Wound he automatically starts retreating.

#### **Sir Bedevere the Wise**

Sir Bedevere is Arthur's most loyal friend and trusted confidant. He is knowledgeable and wise but his common sense may be somewhat lacking. He is more used to reading than fighting and though he may not be able to swing a sword as well as the others, he at least knows all the theory.

	F	S	D	W	A	C	M/W/F
Bedevere	3/-	4	7	2	2	6	1/4/3

Wargear: Sword, heavy armour, coconuts and shield.

#### ***Special Rule: Wisdom***

Bedevere is so wise that he can offer insight into how his fellow knights should be fighting. Each turn Bedevere may, spending a point of Will and on a D6 roll of 4+, give a free point of Might to any knight within 6".

#### **Sir Bors**

Second only to Lancelot in hardness, Sir Bors is something of a mystery. He never travels with the other knights, never eats with them but does occasionally turn up almost magically to join in a fight. This strange behaviour would come to a close when he chose the wrong time to appear when he was killed by a vicious rabbit.

	F	S	D	W	A	C	M/W/F
Bors	6/-	4	7	3	3	6	4/1/2

Wargear: Sword, heavy armour, coconuts and shield.



### **Special Rule: Where'd He Come From?**

Bors doesn't start the game with the rest of the knights, but appears at random. At the start of each and every movement phase roll a D6, on a roll of 6 Sir Bors may be deployed within 2" of Arthur and can act normally, but for that turn only. He will disappear again at the start of the next turn unless another 6 is rolled.

### **THE KNIGHTS OBJECTIVES**

Though they would think of their mission as to enforce the rule of law, what they are actually doing is beating up trouble makers. Their ultimate aim is to silence Dennis, as he is the ring leader of the peasants and without him to lead them they have no will to rebel on their own.

Therefore the knights will win if they can kill Dennis. This won't be as simple as that though as he has a whole village worth of peasants fighting for him.

### **THE ANARCHO-SYNDICALISM PEASANTS**

Lead, in a purely vocal sense, by Dennis, the peasants have refused to work for their lordly masters and have formed an anarcho-syndicalist commune. No one apart from Dennis himself really knows what this means, but to the typical peasant it sounds pretty good.

#### **Dennis**

The mouthy Dennis is not just an unwashed lowlife but also a brilliant orator who can even get the up in a war of words with Arthur, and that's no easy feat. He possesses few combat skills and would do well to keep the fighting as far away from himself as he possibly can. His leadership skills though are so fine tuned that by encouragement alone he can transform the most pathetic of peasants into a fearsome lord of battle.

	F	S	D	W	A	C	M/W/F
Dennis	3/-	3	3	3	1	6	1/6/3

Wargear: Stick (hand weapon).

#### **Special Rules: Inspiration**

By talking alone Dennis makes his followers believe they can achieve anything if they work together and with his belief they will happily fight Arthur and his knights. Any peasant that is within 6" of Dennis

becomes a Super Peasant and uses the statistics for that warrior type instead of their normal statistics.

In addition while Dennis lives the peasants are immune to fear and will not run. When he dies though, the game is lost.

#### **Special Rules: Argumentative**

Dennis is at his best when he gets into an argument about the unjust society they live in and most knights cannot help but to argue back. By spending a point of Will, just like casting a spell, on a roll of 4+ Dennis can target a knight within 8".

He then argues with that knight so tenaciously that the knight has no choice but to abandon what he was doing so he can argue too. He is immobilised for the rest of the turn and if in combat he suffers -1 F and -1 A.

#### **Peasants (30)**

More used to being smelly than they are to fighting, the peasants only strength is in their numbers but even that will not be enough against the knights.

Only with Dennis do they have a chance at victory. No more than 25% of the peasants may be armed with bows.

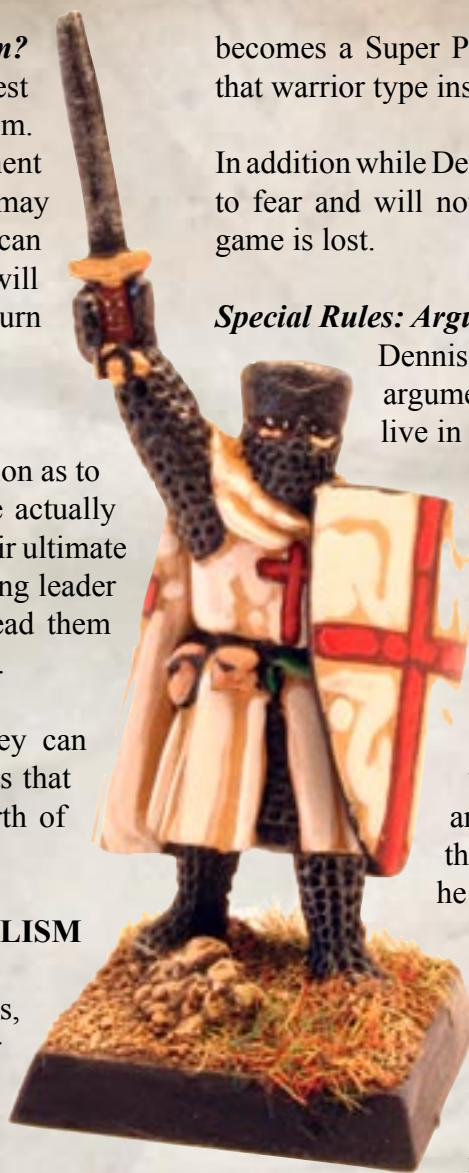
	F	S	D	W	A	C
Peasant	3/5+3	3	1	1	2	
Super Peasant	4/4+4	4	1	2	2	

Wargear: Hand weapon or bow.

### **PEASANT'S OBJECTIVES**

The peasants are just trying to fight off the knights and so all they have to do is defeat their enemies. They can do this in three ways, the first is by killing all the knights. They don't have to kill Bors though, unless he is already on the table.

If they manage to kill Arthur then the rest of the knights have suffered a terrible blow that they cannot recover from and lose. Finally, if they can force all the knights to flee from the board they will win.





# BRUSH STROKES



*There is something rather magnificent about a well painted Phalanx. When we first played Guagamela in 6mm scale the Phalanxes looked pretty impressive, even at that small size. But when we saw what a 15mm scale Phalanx could look like ...well we had to let Dave Robotham loose with a brush.*

I have been pondering for a while at how simple I could make a paint scheme but still keep it complex. Confused? I was. Many articles will take you through how they painted 17 layers of highlights and how they blended the colour through using the down of the lesser spotted Australian land duck.

I have been guilty of this in the past as well. It is very easy to paint a figure and get totally immersed with the work, completely forgetting this is meant to be a guide... So I wanted to paint a unit that would look stunning on the battlefield and bear up to closer inspection as well as any other detailed paintwork.

An idea... Play Warmaster Ancients in 15-18mm and double the base sizes... Might sound odd but that is what we have decided to do here at Wargames Journal and so we now have to paint up a couple of new armies.

This was the perfect opportunity to put my musings on the "simple complex continuum" to the test. We decided that a unit should consist of 36 figures, mounted 12 to a 40x80mm base.

For this entire unit of Macedonian Phalangites I used 12 colours. The pikes and the trousers on the phalangites were painted in one shade but for everything else I painted a base colour and then highlighted it with a lighter shade.

## • Trousers and Pikes

Chocolate Brown (Vallejo Model Colour)

## • Red

Base colour – Flat Brown (Vallejo Model Colour)

Highlight – Red (Vallejo Model Colour)

## • White

Base colour – Medium Sea Grey (Vallejo Model Colour)

Highlight – Off White (Vallejo Model Colour)

## • Metals

Base colour – Brazen Brass (Games Workshop)

Highlight – Dwarf Bronze (Games Workshop)





#### WORKSHOP

##### • Flesh

Base Colour – Tanned Flesh (Games Workshop)

Highlight – Elf Flesh (Games Workshop)

##### • Straps

Base colour – Bubonic Brown (Games Workshop)

Highlight – Iraqui Sand (Vallejo Model Colour)

##### • Shield & Banner Details

Black (Vallejo Model Colour)

### STARTING POINT

I cleaned up and assembled the figures, which in the case of these wonderful Xyston sculpts, meant as little as drilling the hands out for the pikes. They are wonderful figures and a joy to paint. I put the unit together as six 40x40mm

squares with six figures to a base.

This would assemble into a typical Warmaster unit but still be customisable depending on our needs. I can work with all the figures glued to a base but I know quite a few people prefer to stick the figures down afterwards. I used Games Workshop black primer as the undercoat.

### IT'S ALL ABOUT THE SYSTEM...

To get through 36 figures quickly involves developing a system. I suggest you do not try and paint all 36 figs in one go. I split them into two groups and finished one group before moving onto the other half. I painted all of one colour on the figures before moving onto the next colour. I painted all the base colours before moving onto the highlights. The last areas I painted on the figures were the pikes and trousers.

I started by painting the sleeves, skirts and head-dresses in the Flat Brown and then I painted the linen armour in Medium Sea Grey. The skin was painted in Tanned Flesh and the shields and helmet details in Brazen Brass. The straps holding the shield and scabbard were painted in Bubonic Brown.

At this stage if you were so inclined you could stop and base the figures up and be proud of a nice clean, if a bit drab, looking unit. Using the list of colours at the start of the article I then went over and highlighted all the surfaces with the corresponding colour.

*(Left to right) A 40x40mm base finished and a base just basecoated.*

### HIGHLIGHTING

Now for something as simple as a two stage





# BRUSH STROKES



highlight you have to be prepared to go “Beyond the Thunder Dome” in terms of contrast and how harsh your colours might appear to be.

Simply put you have to get that contrast between layers and you have to make it obvious. But it will still look super on a 15mm figure. You want to make sure the majority of the colour on the surface you are painting is the highlight colour. Leave traces of the basecoat colour around the edges or in the recesses.

You can afford to be a little creative whilst doing this so don't worry too much if you have left a shadow where no crease or indentation exists.

At 15mm that will just add to the effect. This is especially good to bear in mind when painting the flesh as you can get some great details onto the face and arms with just two layers of colour.

What follows on the following pages is a step by step photo guide to how I highlighted the different layers...

## THE VARNISH

The final step in painting the figures was to varnish them. I always use matt varnish as I find a figure varnished with gloss varnish is too difficult to look at. The gloss just ruins any work you have done on the model.

I use Testors Dullcote, the difference it makes to the model is wonderful. It brings the red back in line with the other colours (the red paint from Vallejo tends to have a slight gloss finish to it) and takes the shine of the metallic colours.

## IN FINISHING...

In no time at all you should have a great looking unit of figures. You can base the figures up however you want but I am going to be putting these chaps on rather dull desert bases. There are also plenty of other details you could easily paint onto the unit at a later date.

For example I added painted some small patterns onto the banner and the leader shield but I could have added the same device to all the phalangite's shields using white.

I am now off to assemble more Macedonians but I hope this article has been helpful or at the least inspirational. As I have shown, you do not need to be able to have “mad blending skills” to be able to get great looking troops. Just keep it neat and all will be well.



*The white is highlighted with attention paid to the segmented armour around the waist. It may look complicated but all that was needed was a touch of the brush to each segment. If you have a good point to the brush you will be able to get all the segments painted quite quickly.*





*The red is added and suddenly the whole figure becomes much brighter. You can paint the folds into the cloth that makes up their skirts and sleeves but it is much easier to paint a line around the hem of the cloth whilst leaving a thin stripe of the base colour around the joins to the armour.*

*Almost impossible to spot but the metal has been highlighted. It is now a much richer bronze colour. The detail work on the helmets was as simple as a dot of paint on each of the face guards and a line around the helmet rim. The shields however were painted entirely with Dwarf Bronze. The reason I painted the Brazen Brass first was because the bronze colour would not cover very well over black.*



*Finally the flesh and straps have been highlighted. The straps holding the shield and scabbard we highlighted with a single line of the highlight colour, nothing fancy just one stripe of colour. The flesh was a little more complicated but when broken down into shapes, becomes much easier. For instance on the face the nose was one dot of paint, each cheek was another dot and the top lip, bottom lip and chin were all a single line of colour each.*





# BRUSH STROKES



*(Left to right) A varnished and unvarnished base of figures, the most obvious difference is the glare off the shields.*









# A STORM





# IS COMING





# NEXT ISSUE

- Part 2 of our series on making your own modular terrain tiles
- The 95th Rifles Under Fire
- The 96th - an alternative spin on Major Sharpe
- Brush Strokes – 40mm Musketeers are tended to as Dave Robotham goes all French on us
- The Eastern Front - We take a detailed look at this epic clash during WWII
- Dungeoneer - a fast play, fun and easy to learn game for ‘ladz n dadz’



*Civil War drama unfolds  
as Union troops surround  
Baker's Farm...*



- WWII skirmish action as Rich Jones leads us through playing the NUTS! rules and provides 3 fast skirmish games for our enjoyment
- Blood in the Sand - Tom Hinshelwood details his latest project, Gladiatorial combat
- Mars Attack - a mini campaign for the new 18mm scale figures from Black Hat Miniatures
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